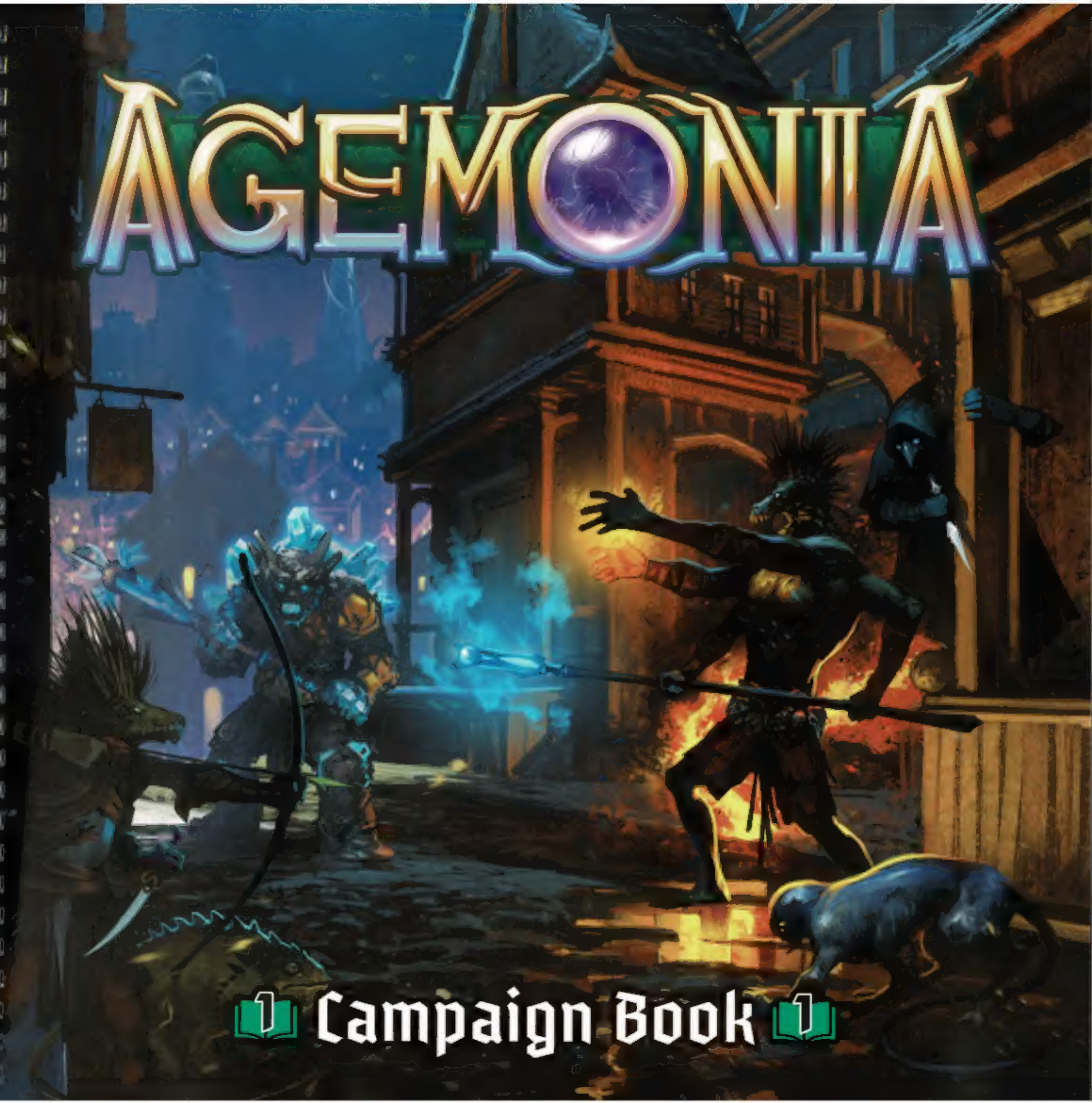
AGEMONIA



1 Campaign Book 1

Agemonia is a cooperative game of adventure and tactical combat. The game is played as a long campaign during which your Heroes will travel through the world of Agemonia, visiting various locations, overcoming challenges, and fighting dangerous Enemies. You will play many scenarios, developing your Hero as you do so. Agemonia is designed to be a comprehensive gaming experience, mixing traditional roleplaying with the advanced mechanisms of modern story driven tactical tabletop games.

This Campaign Book

This book will guide you through the 3 tutorial scenarios, teaching you the rules as you go. There is no need to read the Rules Reference book at this stage.

Once you have played the 3 tutorial scenarios, this book will then lead you through the Agemonia campaign.

Preparing For Your First Game

In order to make the most of what Agemonia has to offer, we recommend that each player chooses their Hero in advance of your first game so that they have time to become acquainted with the background story of that Hero. Doing so will provide valuable insight into the history of your Hero and the world that they live in, which in turn will also help you when making strategic choices during gameplay. While this is not strictly necessary, we believe it will significantly improve immersion into the world of Agemonia and allow a more fulfilling gaming experience.

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Agemonia Companion App

If you are planning on using the Agemonia Companion App, you may want to download it before you get together for your first game.

The Companion App helps you keep track of many aspects of your campaign as well as containing voice overs and background sounds, immersing you even deeper in the world of Agemonia. Use of the Companion App is optional; you do not need it in order to be able to play, and you may use it for some parts of its functionality, but not others.

Go to agemonia.com/app/

The Agemonia Companion App provides:

- An introduction and audiobook for each Hero
- An interactive map of Runedale detailing all locations and scenarios in the city
- An interactive map of the world of Agemonia detailing all locations and scenarios outside of Runedale
- Tracking of your party level and available scenarios
- Tracking of your reputation with the 10 factions of Agemonia
- Tracking of keywords in your Party Journal
- Individual tracking for multiple Agemonia campaigns

And for each scenario:

- Voice acted introductions and outcomes
- Atmospheric soundscapes
- Tracking of Enemy Health and Conditions
- Recording of scenario outcomes and achievements attained

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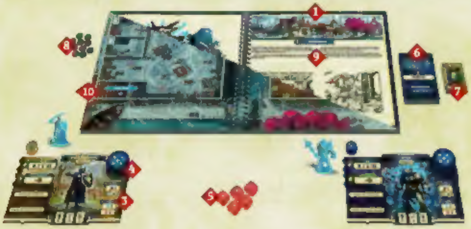
Tutorial rules

1 The Flooded Inn

Set Up



1. Open the Scenario book to page 4 and place it in the middle of the table. This shows the introduction to "The Flooded Inn".
2. Place the Player Reference in easy reach of all players.
3. **Each player:** Take the Hero miniature, Hero board, Action Selection marker, and starting Vitality disk (showing your Hero name followed by " - 1" on it) for your selected Hero. Place your Vitality disk in the top right corner of your Hero board, unwounded (blue) side up.
4. **Each player:** On your Vitality disk is a number. Take that number of Stamina chips, and stack them on top of your Vitality disk, stamina (blue) side up.
5. Place a supply of Action dice within easy reach of all players.
6. Take the Story cards for "The Flooded Inn" and place them next to the Scenario map. **Do not shuffle this deck or read any of the Story cards.**
7. Create a deck of Fate cards, and place it, face down, next to the Scenario map. If you are playing with 4 Heroes use 4 Fate cards. If you are playing with 3 Heroes use 5 Fate cards. If you are playing with 2 Heroes use 7 Fate cards. It does not matter which Fate cards you use in this scenario.
8. Place a supply of ◉ tokens next to the Scenario map.
9. Choose one player to be the narrator. That player reads aloud the introduction to "The Flooded Inn" on page 4 of the Scenario book. Alternatively, play the voice-acted introduction on the Agemonia App.
10. Turn the Scenario book to page 5, which shows the Scenario map for "The Flooded Inn". Place your Hero miniatures in the area marked "Start" on the Scenario map.

You are now ready to start your unforgettable journey into the world of Agemonia!

Round Overview

Each Agemonia scenario is played over a number of rounds. In Scenario 1: "The Flooded Inn", there are either 4 rounds (with 4 Heroes), 5 rounds (with 3 Heroes) or 7 rounds (with 2 Heroes), each of which consists of 3 phases:

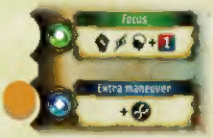
1. **Select Hero Action**
2. **Hero Turns**
3. **Discard Fate Card**

As you play you will discover a number of objectives. Be warned however, you may not have the time to complete them all, although you will not fail the scenario regardless of how many you complete.

Your First Round

1. Select Hero Action

In the Select Hero Action phase, each player selects an action for their Hero to perform this round. In your first round in tutorial 1, we suggest you select the Extra Maneuver action. To do so, place your Action Selection marker, sticker side down, in the space to the left of the Extra maneuver action on your Hero board.



Example: *Lunara has chosen the Extra maneuver action by placing their Action Selection marker in the Extra maneuver Action slot.*

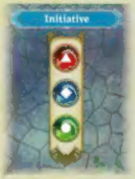
Choosing the Extra Maneuver action will allow your Hero to perform 2 maneuvers this round instead of 1.

2. Hero Turns

Heroes take their turns in the turn order determined by the Initiative card.

Turn Order

Normally in a game of Agemonia, the order of Hero and Enemy turns each round is determined by a randomly drawn Initiative card. However, there are no Enemies in "The Flooded Inn", so instead you should use the simplified Initiative card printed above the Scenario map.



The colored symbols on the Initiative card correspond to the symbols next to your Hero's actions on your Hero board. Note that the symbol an action has next to it is dependent on which Hero you have chosen to play. The turn order is read from top to bottom: red then blue then green.

Scenario 1 Initiative Card

The simplified Initiative card for tutorial 1 shows that any players who selected an action with the red initiative symbol next to it will take their turn before any players who selected an action with the blue symbol. Players who selected an action with the green symbol will take their turns last of all. If two or more Heroes share the same initiative, their players may choose the order of those Heroes' turns. If the players are unable to agree, those Heroes take their turns in order of their Taunt value (shown on their Hero board), from highest to lowest.

A Hero Turn

During your turn, your Hero will perform your chosen action and one maneuver, in either order. You do not have to choose which maneuver you wish to perform until it is time to perform it. Once you have started your action or maneuver, you must complete it before starting the other. You may forfeit your action or maneuver, or both.

If you have chosen the Extra Maneuver action then your action will be to perform another maneuver, so you will be able to perform 2 maneuvers during your turn.

Maneuvers

There are 4 maneuvers shown on the right hand side of your Hero board. The first two are Move maneuvers and are explained below. Your other 2 maneuvers are Recover maneuvers and will be explained later.

The first player to take a turn should choose to perform a Move maneuver as the first of their 2 maneuvers.

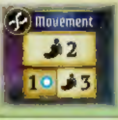
Move Maneuvers

A Move maneuver allows you to move your Hero by spending the movement points indicated. Each movement point spent allows you to move your Hero across a single white line into an adjacent area on the Scenario map. Two areas are adjacent if there is a single or double white line separating them, however movement may only be performed across a single white line.

You have 2 different Move maneuvers, shown on the right hand side of your Hero board: the first does not require you to spend any stamina, the second does. The second Move maneuver shows the amount of stamina which must be spent to the left of the movement points.

Note: If you decide to perform a Move maneuver you must choose which of the two to perform, and spend any stamina required, before you start spending your movement points.

Tip: Some characters move further than others. Even if you are playing one of the faster characters, don't be too cautious about spending stamina to move in this scenario.

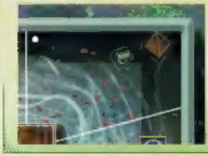


Example: *Venia has two options when choosing to perform a Move maneuver. The first gives her 2 movement points to spend, while the second gives her 3 movement points, but she will have to spend 1 stamina.*

Areas on the Scenario Map

An area on the Scenario map is bordered by either single white lines, double white lines, solid barriers (such as a wall), or some combination of the 3. Movement may only be performed across a single white line. Two areas are considered adjacent if they are separated by a single or double white line.

Note: For clarity, sometimes double red lines are used to denote a solid barrier.



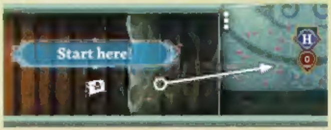
Example: *The area shown is bordered by single white lines on its left and lower side, double white lines in its lower left corner, and solid barriers (in this case 2 walls) along its upper and right side.*

Spending Stamina

You spend an amount of stamina by removing an equal number of Stamina chips from your Vitality disk and placing them, stamina (blue) side up, above your Hero board. You may not spend an amount of stamina if you do not have enough Stamina chips remaining on your Vitality disk.

The first player to take a turn should spend 1 movement point to move into the area containing H.

This will cause them to reveal a Story card.



Story Points and Story cards

The area your Hero has just moved into contains a Story Point. Story Points show 2 values:

The first value indicates the name of the Story card you should reveal. In this case Story card H.

The second value indicates the range your Hero needs to move into to trigger the revealing of the Story card. In this case, as it shows '0', only when you move into the area containing the Story Point.

As soon as a Hero moves into range of a Story Point for the first time, they interrupt their movement to reveal and read the back of the relevant Story card.

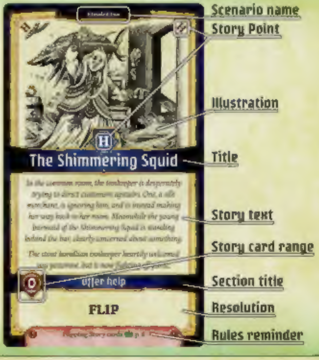
Be careful not to read the other side of the Story card, or the front or back of any of the other Story cards.

Once you have revealed and read the Story card, you may continue your movement. If your Hero moves into range of several Story Points at the same time, reveal and read all of the relevant Story cards before continuing your turn.

Note: Sometimes a Story card may be revealed in multiple ways: by multiple Story Points showing the same Story card name, or by instructions on another Story card. However, each Story card can only be revealed once; once a Story card has been revealed, ignore all further instructions to reveal that Story card.

Reveal Story card H now, and read the back of it aloud to the other players.

Story card anatomy



Story card ranges

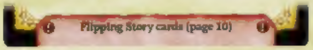
Some sections on a Story card have a range value. This indicates that in order to interact with that section of the card, your Hero must be within range of the corresponding Story Point.

Some sections on a Scenario show an infinite range These sections are always active, and any instructions in them must be followed immediately.

Story card H has a section ("Offer help") with a range of 0. As you are in the same area as Story Point H you may interact with this section of the card.

Important: Many of the Story cards in the tutorials will direct you to certain rules in this book. This is signified by a red background around the text on the bottom of Story card and the ! symbol. Make sure you have read those rules as well as the Story card.

Example:



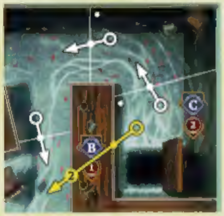
Flipping Story cards (page 10)

Once you have read the rules on flipping Story cards you will realise that you may flip Story card . Do this now, and read the front of the card.

You will likely have 1 or more movement points remaining. If you move adjacent to the area containing Story Point D you will reveal and read Story card D, as you will be within range 1 of that Story Point. If you exit the inn you will reveal and read Story card L, as you will be within range 2 of that Story Point. Of course, you may go in any direction you wish!

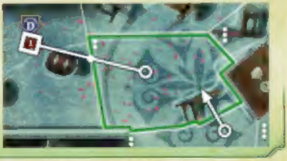
Range

The range of one area from another on the Scenario map is measured in adjacent areas, using the shortest possible route. Range may be measured through single or double white lines. You may not measure range through a solid barrier.



***Example:** The area pointed to by the yellow arrow marked with the number 2 is at range 2 from the area containing Story Point C.*

While you could move between these 2 areas using the longer route shown by the red arrows, range must always be measured using the shortest possible route.

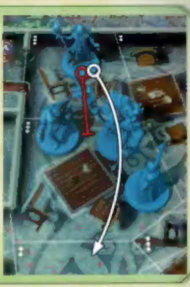


Moving into the area outlined here in green will mean you reveal and read Story card D, as your Hero is within range 1 of Story Point D.

Once you have completed your first maneuver, don't forget to perform your second (assuming you selected the Extra Maneuver action).

Maximum Capacity

All areas of the Scenario map that Heroes can move into contain 1 or more white dots. These dots show the maximum capacity of the area; that is, the maximum number of figures that may occupy the area. If an area is at its maximum capacity, your Hero may not end their turn there. However, they may move through that area into another area.



***Example:** Zuwa'sai may not move into the area where Torrax, Lunara and Venia are and end his turn there, because it is at maximum capacity. However, if he wants to move through that area into another area, he may do so.*

Tip: Unless you feel there is a good reason not to do so, players should move their Heroes in different directions to each other in this scenario. The time you have to explore is short! And remember, don't be too cautious about spending stamina to move.

Once all players have taken their turn, the phase is over.

3. Discard Fate Card

During a scenario, time is measured using Fate cards. In this phase in "The Flooded Inn" scenario, simply discard one Fate card, face up, into a discard pile next to the Fate deck. The front of the Fate card is irrelevant in this scenario.

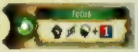
Your Second Round Onwards

Play continues in a similar manner to the first round, but there are now a few more things you should know.

Other Actions and Maneuvers

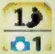
There is an alternative action you may want to select during phase 1, and an alternate action and an alternate maneuver you may want to perform during your turn in phase 2.

Focus Action



Selecting the Focus action allows you to roll 1 extra Action die during every active ability check you perform this round (see **Active ability checks** on p. 8).

Rethink Action



This action is not chosen at the start of the round and is not shown on your Hero board. Instead, on your turn, you may perform the rethink action in place of your chosen action. Your initiative color does not change. The rethink action allows you to either spend 1 movement point to move your Hero, or restore 1 spent stamina. If you decide to use the rethink action, flip your Action Selection marker to its rethink side and place it back in the same Action slot as it was before. This will remind you that you have taken the rethink action. Remember to flip your Action Selection marker back when you select your action at the start of the following round.

Note: If you have chosen the focus action as your action for the round, you may only perform the rethink action instead if you have not yet used the focus action to roll an extra die this round.

Recover Maneuver

The recover maneuver allows you to restore 3 spent stamina. To restore an amount of stamina, move an equal number of spent Stamina chips back onto your Vitality disk, stamina (blue) side up. If you are attempting to restore more stamina than you have spent, simply restore as many as you are able. The recover maneuver also allows you to heal 2 damage ♥, but you will not need this until tutorial 2.

Turn Order

Take account of the fact that players may select different actions each round, and so the turn order may change every round.

Hero Turn

Remember, you only perform 2 maneuvers on your turn if you have selected the Extra Maneuver action, otherwise you perform 1.

Discarding the Final Fate Card

Once all Fate cards have been discarded, the scenario is over; the floodwater has got so high that your Heroes must seek refuge from it. Luckily they can all swim so they are quite safe!

Scenario Outcome

Once a scenario is over, you would normally read the scenario outcome. For now, read this section which will direct you to the relevant parts of the Scenario Book when necessary.

Items and Stars

During the game your Hero will gain items in the form of Item cards and Item tokens , and Stars (coins).

Gaining Item Cards

When your Hero gains an Item card, you will be told the number and name of that Item card. Find the relevant Item card using the number, but be careful not to see the front of any other Item cards. Place the Item card face up below your Hero board.

Gaining Item Tokens

When your Hero gains an Item token, place it face up below your Hero board. Many Item tokens may only be used once, and are then discarded. Item tokens that have a fixed effect when used show this effect on the back. Item tokens that do not have a fixed effect are used as described in various other places, for example on Story cards or Item cards.

Stars

Stars (✪) are the currency used in Agemonia. Only the total value you have matters, so feel free to exchange coins for others of the same total value whenever you like.

Recording Your Campaign

To keep a record of your campaign, use a Party sheet and one Hero sheet for each Hero. If you are using the Agemonia Companion App, you may use that instead of your Party sheet. Each Hero also needs a Hero tray to store the cards and other components necessary to play that Hero. The Hero board slots into the top of the Hero tray between gaming sessions to keep everything secure.

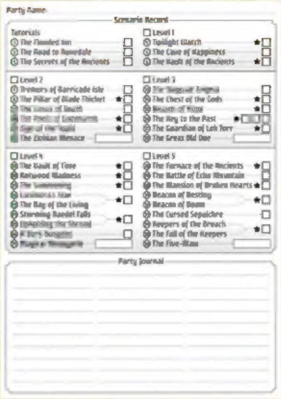
The Party sheet has space for:

- The name of your party (optional)
- A record of the outcomes of the scenarios you have played and the level you have achieved
- A Party Journal for recording keywords

Each Hero sheet has space for

- The player's name
- The Hero's name
- The Hero's Class (chosen when they reach level 2)
- The Hero's profession (optional after they reach level 2)
- A Hero Journal for recording keywords
- Other notes you wish to make

At the end of each scenario you will need to record the outcome of the scenario. For now, put a tick in the tickbox to the right of The Flooded Inn.



Party Name

Scenario Record

Tutorials
① The Flooded Inn ☐
② The Road to Runedale ☐
③ The Secrets of the Ancients ☐

☐ Level 1

☐ Level 2

☐ Level 3

☐ Level 4

☐ Level 5

Party Journal

Player:
Hero Name:
Class (Level 2):
Profession (Level 2):

Hero Journal

Notes

You will sometimes need to write keywords in your Party Journal to record your progress through the various plots and storylines of the Agemonia campaign.

Each Hero also has a Hero Journal where they will sometimes be asked to record keywords.

Items, Stars (✪), and any Story cards you have been told to keep are stored in your Hero tray between gaming sessions. Later in the campaign you will also store other cards here, such as your chosen Class card and Profession card (if you have one).

Achievements

After each scenario there is a list of achievements. Each achievement you complete will give you a reward in the form of an Achievement gem.

Individual and Group Achievements

Each Hero to complete an individual achievement gains an Achievement token. Completing a group achievement will gain every Hero an Achievement token.

Spending Achievement Tokens

Your Hero may discard one of their Achievement tokens during a future scenario for one of the following benefits:

+1 Move: Gain 1 extra movement point during a move maneuver or rethink action.

+1 Recover: Recover 1 extra stamina or heal 1 extra damage during a recover maneuver or rethink action.

+1 Attack Success: Gain 1 extra success when performing an attack.

+1 Ability Check Success: Gain 1 extra success when performing an active or reactive ability check.

Achievement tokens are kept from one scenario to the next until discarded. You may only discard one Achievement token during each maneuver or action (for +1 move or +1 recover), attack (for +1 attack success) or ability check (for +1 ability check success). You may discard the Achievement token at any point during the maneuver, action, or roll, including after you have spent your last movement point, or after you have rolled all of your dice. Each Hero may have up to 15 Achievement gems at a time. You may not give Achievement tokens to other Heroes.

Scenario Conclusion

Read the Scenario Conclusion, Achievements, and Epilog on p. 7 of the Scenario Book.

Once you are ready, you may then turn to p. 9 of this book and play Tutorial 2: The Road to Runedale.

Other Rules

This section details the rules that various Story cards in "The Flooded Inn" may direct you towards.

Spending maneuvers

Some Story cards show tasks that require your Hero to spend a little extra time and effort to complete, such as when searching an area. These are indicated by the maneuver symbol ⊕. By spending a maneuver, your Hero can complete the specified task on the Story card.

> **Remember:** You must finish one maneuver before starting another. If, for example, you still have unspent movement points from a Move maneuver, and you spend a maneuver, those movement points will be lost.

Active ability checks

An active ability check is performed by rolling a number of Action dice equal to your Hero's level in the given ability. The ability symbol displayed in the check determines the ability being used, and corresponds to one of the 3 abilities your Hero has:

Might Agility Will

These 3 abilities, and the level your Hero has in each, are shown on your Hero board below your Hero's character portrait. Some active ability checks allow you to choose between 2 or more abilities. In this case, the ability symbols are separated by a /.

Action dice

There are various symbols on an Action die:

◆	A success
◆◆	2 successes
✦	1 success, and 1 extra roll (see below)
⚡	You may spend 1 or 2 stamina to get an equal number of successes.

Each "extra roll" allows you to roll an extra Action die and add its result to your total. If this roll gets you another extra roll then roll another Action die, and so on.

If you rolled any ⚡, you may make all of your extra rolls before deciding how many successes you wish to spend stamina on.

The active ability check is successful if your Hero rolls a total number of successes equal to or higher than the number specified by the check (shown in a red box).

Example: *Laura is playing the Hero Lunara, and is attempting a Will active ability check that requires 5 successes* 5 *. Laura rolls 3 Action dice as Lunara's Will ability is level 3. She rolls* ◆◆, ✦ *or* ⚡*. The* ✦ *gives her one extra roll and with that she rolls* ◆*, giving her a total of 4 successes. Not enough, however the* ⚡ *allows her to spend 1 or 2 stamina to get an equal number of successes. She spends 1 stamina bringing her total successes to 5. The active ability check is a success!*

> **Important:** Performing an active ability check does not require you to spend an action or maneuver. Moreover, you may perform an active ability check during an action or maneuver, and then continue with that action or maneuver afterwards. Consequently, as long as there is no penalty for failing, it is usually worthwhile attempting an active ability check, even if your likelihood of success is low. You may only attempt a particular active ability check once during your turn, but you may attempt as many different active ability checks as you wish.

Flipping Story cards

Some Story cards have conditions under which they may be flipped, such as making a successful active ability check, spending a maneuver, or merely being within a certain range. If your Hero fulfills one of these conditions, flip the Story card over and read the other side, following any instructions given.

Success = FLIP	If you attempt the active ability check and are successful, flip the Story card.
⊕ = Flip	You may spend a maneuver to flip the Story card.
Flip	If you are within the given range, you may flip the Story card. If the range is =, you must flip the Story card.

Overlay cards

Some Story cards show part of the Scenario map on them when they are flipped. After flipping one of these Overlay cards, place it on the Scenario map in the relevant position by matching the overlay image on the card with the Scenario map.

- Align any Story Points or symbols on the Overlay card in the same orientation as those already on the Scenario map.
- Find the small diagram on the Overlay card. This gives an indication of where on the Scenario map it should be placed.
- Place the Overlay card and then adjust its position until its image exactly lines up with the image on the Scenario map.

If there are any Hero or Enemy figures in the area where the Overlay card is placed, move these figures out of the way, place the card, and then replace the figures.

Identifying areas using Story Points

An area may be identified using a Story Point that it contains.

Example: *The phrase "adjacent to* B*" means "adjacent to the area containing* B*".*

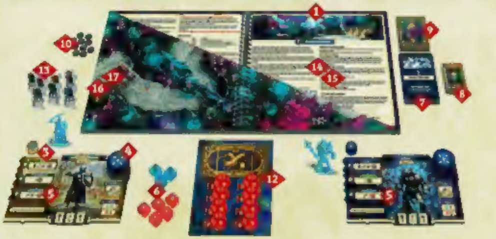
Shimmering Squid

Tutorial rules

2

The Road to Runedale

Set Up



1. Open the Scenario book to page 7 and place it in the middle of the table. This shows the introduction and additional rules for "The Road to Runedale".
2. Place the Player Reference in easy reach of all players.
3. **Each player:** Take the Hero miniature, Hero board, Action Selection marker, and starting Vitality disk (showing your Hero name followed by " - 1" on it) for your selected Hero. Place your Vitality disk in the top right corner of your Hero board, unwounded (blue) side up.
4. **Each player:** On your Vitality disk is a number. Take that number of Stamina chips, and stack them on top of your Vitality disk, stamina (blue) side up.
5. **Each player:** Take your Hero's Action token with "Unlocks after The Flooded Inn" on the back, and place it face up in the corresponding action slot on your Hero board.
6. Place a supply of Action dice and Reaction dice within easy reach of all players.
7. Take the Story cards for "The Road to Runedale" and place them next to the Scenario map. **Do not shuffle this deck or read any of the Story cards.**
8. Shuffle the Fate cards and place them in a face-down deck, next to the Scenario map. **Note:** All 20 Fate cards are used from this scenario onwards.
9. Shuffle the 15 Initiative cards with a blue border on their front and place them in a face-down deck, next to the Scenario map. Leave the remaining 3 Initiative cards in the box.
10. Place a supply of ● tokens next to the Scenario map.
11. Make sure that each Hero has any items and Achievement tokens they gained from tutorial 1. Additionally, if a Hero gained the Togrel Whisperer Story card in tutorial 1, give the card to that Hero. Place these below the respective Hero boards.
12. Place an Enemy board (8-Enemies side up), and all of the 12-sided Counter dice next to the Scenario map. Alternatively, you may use the Agemonia App to keep track of Enemies' Health.
13. Place 8 Skitterer figures next to the Scenario map. If you have the miniatures box, Enemy figures are miniatures. Otherwise, they are standees.
14. Choose one player to be the narrator. That player reads aloud the introduction to "The Road to Runedale" on page 7 of the Scenario book. Alternatively, play the voice-acted introduction on the Agemonia App.
15. Read the additional setup, additional scenario rules, and scenario end conditions on page 8 of the Scenario book. Flip the top card of the Story deck; there is a reminder of the rules you will need during the scenario on the front of that card.
16. Turn the Scenario book to page 9 which shows the Scenario map for "The Road to Runedale". Place your Hero miniatures in the area marked "Start" on the Scenario map.
17. Place the Togrel and Wagon token in the area to the left of the area marked "Start" on the Scenario map.

Scenario 1 Reminder

Here is a reminder of some of the rules from tutorial 1 along with the page number to find them on.

Your Hero

Spending stamina, p. 5

Active ability checks, p. 8

Actions

Focus action, p. 6

Extra Maneuver action, p. 4

Rethink action, p. 6

Maneuvers

Move maneuvers, p. 5

Recover maneuver, p. 6

Spending maneuvers, p. 8

Other Rules

Scenario map

Areas on the Scenario map, p. 5

Maximum Capacity, p. 6

Range, p. 6

Identifying areas using Story Points, p. 8

Story cards

Story Points and Story cards, pp. 5 & 8

Flipping Story cards, p. 8

Overlay cards, p. 8

Round Overview

An extra phase of the game, "Reveal Initiative Card", is introduced in this tutorial. There are also Enemies to fight, meaning that the "Hero Turns" phase becomes the "Hero and Enemy Turns" phase. The full round structure is:

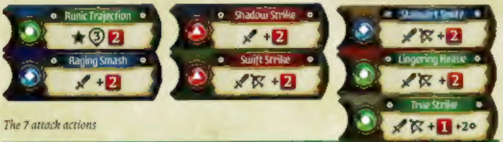
1. **Select Hero Action**
2. **Reveal Initiative Card**
3. **Hero and Enemy Turns**
4. **Discard Fate Card**

1. Select Hero Action

Select your Hero's action for the round, just as in tutorial 1.

New Action

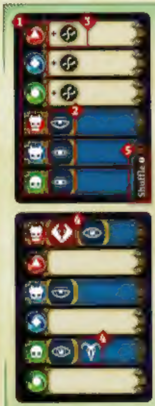
There is a new action you may select for your Hero. The name of this action depends on which Hero you are playing, but they are all used when you want your Hero to attack an Enemy. We recommend you do not select this action until you know there are Enemies you can attack during your turn. These actions will be explained later in the scenario, when the first Enemies are revealed by a Story card.



The 7 attack actions

2. Reveal Initiative Card

Reveal the top Initiative card from the Initiative deck and place it face up in a discard pile next to the deck. The Initiative card indicates five things:



① **Hero and Enemy initiative.** From top to bottom, the order in which Heroes and Enemies will take turns this round. Your Hero's turn is represented by the circular symbol which matches the symbol of your Hero's chosen action. An Enemy's turn is represented by the square symbol which matches the symbol shown in the top left of the Enemy card. An Enemy card is only revealed when one or more of that Enemy is spawned. For both Heroes and Enemies, red symbols will usually appear earlier, while green symbols will usually appear later.

② **Enemy actions.** The action symbol shown on an Enemy initiative bar will determine which action that Enemy performs on its turn, as indicated by the matching symbol on the Enemy card. On the top Initiative card shown to the left, Enemies with the red Enemy symbol will perform their middle, action, while Enemies with the blue or green symbol will perform their bottommost, action.

③ **Hero bonus symbol.** These are not used in Scenario 2, so should be ignored.

④ **Enemy special ability symbols.** Enemies in Scenario 2 do not use these special ability symbols, so these should be ignored.

⑤ **Initiative deck shuffling.** From the second round onwards, before revealing an Initiative card, check if the Initiative card for the previous round shows "Shuffle". If it does, shuffle the Initiative deck and Initiative discard pile together to form a new Initiative deck, before revealing the top Initiative card as normal.

3. Hero and Enemy Turns

Turn Order

Heroes and Enemies take their turns in the initiative order determined by the Initiative card. Until the first Enemies are spawned you can ignore the Enemy initiative bars.

A Hero Turn

Heroes take their turns in the same way as in Scenario 1. Remember to reveal Story cards whenever relevant, and take note of the maximum capacity of each area.

Note: In this scenario the Heroes start within range of story points H and E. Whenever this is the case at the start of a scenario, the Story card is revealed at the start of the first Hero turn.

! **Important:** Just like in Scenario 1, many of the Story cards in this scenario will direct you to certain rules in this book. This is signified by a red box around the text on the bottom of Story card and the ! symbol. Make sure you have read those rules as well as the Story card.

Recover Maneuver

Your recover maneuver may now be used either to restore 3 spent Stamina chips or to heal 2 damage. Each time you use your recover maneuver you must decide which of these two options to use. To heal an amount of damage, flip an equal number of Stamina chips showing their wound (red) side, back to their stamina (blue) side, and place them on your Vitality disk. If you are attempting to heal more damage than you have taken, simply heal as much as you are able.

Dropping and Picking Up Items

At any time during your turn your Hero may drop an item in the area they are in, or pick up an item that was previously dropped in the area they are in.

To keep track of which items have been dropped in which area you may simply place the Item cards and tokens in the area on the Scenario map, however, often there is limited space. Instead, you may place a Counter die in that area, and place the items next to the Scenario map with another Counter die showing a matching number.

If a Hero is exhausted, place a Counter die in the area they were exhausted in, and place another Counter die, showing a matching number, on their Hero board. Any other Hero may pick up any of the exhausted Hero's items from that area.

When you pick up a previously dropped item, place it beneath your Hero board on the right hand side.

Any items dropped in an area of the Scenario map may be taken back at the end of this scenario. Note: This is not the case with all future scenarios.

Being Hindered

Your Hero is hindered if there are at least as many Enemies as Heroes in the area your Hero is in. When your Hero is hindered, any active ability checks you perform achieve 1 fewer success, and your Recover maneuver restores 1 fewer spent stamina and heals 1 fewer damage. In addition, you may not pick up an item, give an item to another Hero, or receive an item from another Hero.

4. Discard Fate Card

Just as in Scenario 1, each round one Fate card is discarded, face up, into a discard pile next to the Fate deck. The face of the Fate card is irrelevant in this scenario. If you run out of Fate cards, just continue playing the scenario until one of the end conditions occurs.

Scenario Outcome

Once the scenario is over, read the Conclusion and Achievements on p. 10 of the Scenario book.

Once you are ready, you may then turn to page 15 of this book and play Tutorial 3: The Secrets of the Ancients.

Other Rules

This section details the rules that various Story cards in "The Road to Runedale" may direct you towards.

Reactive ability checks

While active ability checks (detailed in Scenario 1) are used when your Hero is trying to accomplish a task, reactive ability checks are used when your Hero is reacting to something that happens, such as being attacked. Active ability checks are signified by a number in a **red box** 🟥, while reactive ability checks are signified by a number in a **blue box** 🟦.

Reactive ability checks are performed by rolling a number of Reaction (blue) dice equal to your Hero's level in the given ability. The ability symbol displayed in the check determines the ability being used, and corresponds to one of the 3 abilities your Hero has:

Might Agility Will

These 3 abilities, and the level your Hero has in each, are shown on your Hero board below your Hero's character portrait. Some reactive ability checks allow you to choose between 2 or more abilities. In this case, the ability symbols are separated by a '/'.

Reaction dice

There are various symbols on a Reaction die

■ 0 successes ■ 1 success ■ 2 successes

■ Once your Hero has developed further this symbol will activate various effects you may have gained, but for now it counts as 0 successes.

The reactive ability check is successful if your Hero rolls a total number of successes equal to or higher than the number specified by the check (shown in a blue box). However, you will often be making a reactive ability check to avoid damage. In this case each success you roll reduces the damage you take by 1. In this way, it is possible for the reactive ability check to be partially successful by partially reducing the damage you take

❗ **Important:** Performing a reactive ability check does **not** require you to spend an action or maneuver. Moreover, you may perform a reactive ability check **during** an action or maneuver, and then **continue** with that action or maneuver afterwards. You will often perform a reactive ability check when you are attacked during an Enemy's turn.

Reactive ability checks and the focus action

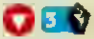
If you choose the Focus action as your Hero's action for the round, you roll 1 extra die during every ability check (active and reactive) you perform during that round, even before your take your Hero turn. Consequently, even if your Hero is attacked by an Enemy before your Hero turn, your Hero will get to roll one extra die against the attack

Remember: If you use the focus action to roll an extra die, you will not be able to change your action to the rethink action on your turn

Applying damage to Heroes

Reducing Damage with a Reactive Ability Check

The Wound symbol ♥ before a reactive ability check signifies that your Hero may suffer damage and you need to perform a reactive ability check to try to reduce that damage (see **Reactive ability checks**). For each success you roll, the damage is reduced by 1 to a minimum of 0.



Example: *This example shows that your Hero will suffer 3 damage, reduced by 1 for each success you roll on a reactive ability check using your might.*

Suffering Damage

Whenever your Hero suffers an amount of damage (from an Enemy attack or otherwise), remove a corresponding number of Stamina chips from your Vitality disk and flip them over to their wound (red) side, placing them to the right of your Hero board. If there are no Stamina chips left on your Vitality disk, any remaining damage is taken by flipping over previously spent Stamina chips (that are Stamina side up above your Hero board) over to their wound side, placing them to the right of your Hero board

Becoming Wounded

If all of your Stamina chips are wound side up and there is still damage remaining, ignore the remaining damage, but flip your Vitality disk over to its wounded (red) side. Your Hero is now wounded. The wounded side of your Vitality disk shows a number of Stamina chips. Return that number of Stamina chips, Stamina side up, to your Vitality disk. While wounded you may not have more Stamina chips on your Vitality disk than this new value

Note: In the full game you would also draw a random Injury card and apply its effects, but Injury cards are not used in Scenario 2.

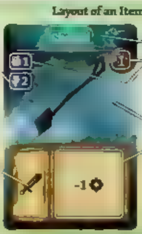
Becoming Exhausted

If your Hero would become wounded for a second time, instead they become exhausted. An exhausted Hero takes no further part in the scenario. Remove your Hero miniature from the Scenario map. You take no further turns. Any game effects that depend on the number of Heroes still count your Hero

Using Items

Items can be used in various ways in Agemonia: to improve ability checks, as weapons, discarded for an effect, etc. Some items must be active in order to be used.

Layout of an Item card



Item name

Hands

Some items require 1 or 2 free hands. An item with the hand symbol must be an active item in order to be used.

Encumbrance and Sale value

Some Item cards show an ● value and a sale value in ✪. Ignore these for now

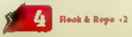
Illustration

Effect

Type

Using an Item to Improve an Ability Check

Sometimes an item will give you a bonus on an ability check in the form of extra successes. If the item is an Item card that shows a number of hands on it, that item must be an active item in order for you to get this bonus



Example: *A Hero performing this ability check with the Hook and Rope as an active item will get 2 extra successes*

Sometimes the item is described in a less specific way. For example, a check that is improved by using an "Axe", is improved no matter what type of axe you are using.

Using an Item as a Weapon

Some Item cards may be used as weapons. This is shown by the icons 🗡 or 🏹 and the weapon's modifier in the effect box (see **Enemies and combat**, p. 12). To use an item as a weapon, that item must be an active item

Active Items

Item cards that show one or two hand symbols (✋1/✋2) must be active in order to be used. At any time, you may have up to two active Item cards showing one hand, or one active Item card showing two hands. Your active Item cards should be placed below your Hero board on the left hand side, while other Item cards and tokens you own should be placed below your Hero board on the right hand side

Exception: The Hero Matajam is a four-armed pattangan, and so may have twice as many active items, but may never have two active Item cards showing two hands.

Changing Your Active Item Cards

Once during your turn, you may change your active Item cards. Place the Item cards you no longer wish to be active below your Hero board on the right hand side, and place the Item cards you now wish to be active below your Hero board on the left hand side

Each subsequent time you wish to change your active Item cards in the same turn, you must spend a maneuver to do so

If you wish to use an item for a bonus during an ability check or as a weapon during an attack, and that item is one that must be active in order to be used, you must have that item as an active item before you make the roll for the check or attack.

Giving Items to other Heroes

You may give one or more of your Item cards or tokens to another Hero in the same area as your Hero, on your turn or theirs. Any items you give them must be placed below their Hero board on the right hand side

One-Use Items

Some Item cards and tokens are discarded when they are used, meaning they can only be used once. This is signified by the discard symbol ⊗. These items may be used at any time during your Hero's turn.

Discarding a Star Lotus Herb token allows your Hero to heal 2 damage.

Discarding a Blightcap Mushroom token allows your Hero to restore 2 spent stamina.

To use a Cube of Annihilation your Hero must spend a maneuver and discard the Item card. Doing so will allow them to make an area attack.

Note: When rolling the Cube of Annihilation's attack, any 🟥 rolled counts as 2 successes. You may not spend stamina to increase the number of successes further.

Area Attacks

An attack on an Item card is shown as a ✹.

An area attack is further signified with a number in a hexagon. The number shows the range of the attack (in this case 1).

Each Enemy within range and line of sight of your Hero is affected. The attack will not affect your Hero or any other Allies.

The area attack also indicates the number of Action dice you should roll (in this case 3). Roll the dice once and apply the result to all Enemies within range.

Area attacks are never reduced by Obstructed Aim, but may be blocked by Line of Sight.

Overlay cards: new areas

The ▣ Overlay card splits an area into several new areas. When this occurs, any figures in the area that is overlaid will have to be placed in one of these new areas. You may decide which of the new areas each of these figures is placed in, being careful not to exceed the maximum capacity of any of these areas.

Overlay cards: combining areas

The ⅄ Overlay card combines several areas into a single new area. When this occurs, any figures in the areas that are overlaid will have to be placed in the new area. If this exceeds the maximum capacity of the new area, place some of these figures in adjacent areas until the maximum capacity is no longer exceeded. In this case an area is only considered adjacent if it is separated by a single white line.

Spawning Enemies

To spawn an Enemy, place its figure on the Scenario map in the specified area. An Enemy does not take a turn during the round it is spawned. You may want to place the Enemy on its side as a reminder that they will not take a turn this round. If you do, place it in an upright position at the end of the round.

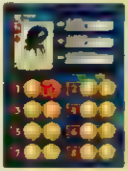
You should take a random figure from those available when spawning an Enemy.

Enemies count towards the maximum capacity of an area, just as Heroes do. If the specified spawning area is at maximum capacity, instead place the Enemy figure in any area at the shortest range possible from the specified area, that is not at maximum capacity. In this case, measure range over single white lines only.

Enemies and combat

Revealing an Enemy card

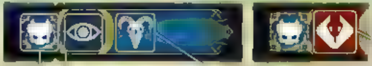
When you are instructed to reveal an Enemy card, take the card from the Story card deck and place it on an Enemy board. Use the 6-Enemy side of the Enemy board if there are 6 or fewer figures for that Enemy. Use the 8-Enemy side of the Enemy board if there are more than 6 figures for that Enemy. If there is only 1 figure for that Enemy then you do not need to use an Enemy board, simply place the Enemy card directly on the table.



Enemy Initiative

3 Enemy Initiative bars are shown on each Initiative card. The initiative bar that corresponds to the Skitterers is the one displaying the blue Enemy symbol ●, as it matches the symbol shown in the upper left corner of the Skitterer Enemy card. The other 2 Enemy symbols ● & ● should be ignored in this scenario, as there are no Enemy cards that display those symbols.

A Skitterer initiative bar



Enemy Symbol

Enemy symbol matching the one in the top left of the Skitterer Enemy card.

Enemy action symbol

This determines which action the Skitterers will perform on their turn, as indicated by the matching symbol on the right of the Skitterer Enemy card.

Enemy special ability symbol

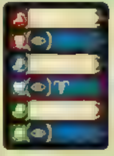
The Skitterers in this scenario have no special abilities, so these symbols should be ignored.

If there is more than one Skitterer on the Scenario map, they take turns in numerical order (shown on the Skitterer figure), from lowest to highest. Perform each Skitterer's entire turn before moving on to the next.

An Enemy Turn

During its turn, an Enemy will perform the action on its Enemy card that matches the one indicated on its initiative bar on the Initiative card. An Enemy action typically consists of two parts, a move and an attack. Complete each part in full before moving on to the next.

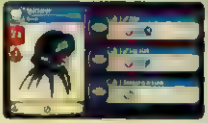
***Example:* Initiative card:**



This Initiative card shows that the Skitterers will have their turns after any Heroes who are performing red or blue actions, and before any Heroes who are performing green actions.

The Initiative bar on the Initiative card shows the Skitterers will perform their topmost action. The special ability symbol is ignored in this scenario.

Skitterer Enemy card:



Looking at the Skitterer Enemy card, we can see the topmost action is a Move 1 followed by a Melee Attack.

Enemy Movement

If the Enemy Action shows ➶ with a number below it, this indicates the Enemy may move up to the indicated number of areas on the Scenario map.

Enemies may move **through** an area already at maximum capacity as long as there are only other Enemies in that area. Similarly, Heroes may move **through** an area already at maximum capacity as long as there are only other Heroes in that area. If, for any reason, a Hero or Enemy ends their turn in an area that is above its maximum capacity, move that Hero or Enemy back to the previous area they were in that was not above maximum capacity.

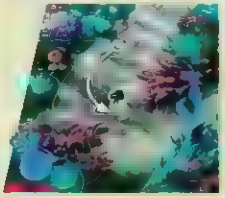
When moving an Enemy:

1. If it is already in an area it can attack from, it does not move.
2. Otherwise, it moves towards the area it can attack from that requires the least amount of movement to reach.
3. If two or more areas are tied in this respect, it moves towards the one that allows it to attack a Hero with a higher Taunt value.
4. If two or more areas are valid in this respect, you may choose which of these areas it moves towards.
5. If the Enemy cannot reach this area with the movement it has this turn, it will move towards the area, as far as its movement allows.

Notes

- The areas an Enemy can attack from are determined by the attack it is performing on its turn (see **Enemy Attacks**, below).
- If an Enemy is not performing an attack on its turn, for the purposes of movement, assume it is performing a melee attack.
- An area that an Enemy cannot end their turn in due to its maximum capacity being exceeded does not count as an area they can attack from.
- An Enemy will always use the most direct (shortest) route it can when it moves towards an area.

It may sometimes happen that there is no area an Enemy could attack from, even if it had an unlimited amount of movement points during its turn. For example, all Heroes could be in an area that an Enemy cannot reach. When this happens, move the Enemy towards an area it can reach that is at the shortest range to an area containing a Hero, breaking ties with Taunt value as above.

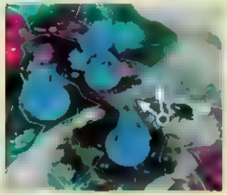


***Enemy movement example 1**. The skitterer needs to move 3 areas to attack either Lunara or Zuvasai. As Lunara has the higher Taunt value the skitterer will move towards her.*

However it is only moving 2 areas this turn, so will end up in an adjacent space.

Enemy Attacks

In this scenario the Skitterers will only perform melee attacks. A melee attack may only be performed against a Hero in the same area as the attacking Enemy, or against a Hero in an adjacent area to the attacking Enemy if that area is at maximum capacity. I.e. Being in an area that is at maximum capacity does not prevent an Enemy from being able to use a melee attack against you. It is important to remember this rule when determining which areas an Enemy may attack from during that Enemy's movement.

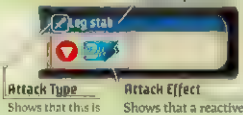


***Enemy movement example 2:** The skitterer needs to move 1 area to be able to attack Lunara with a melee attack. However, it also only needs to move 1 area to be able to attack Torrax or Venta, as the areas they are in are at maximum capacity.*

As Torrax has the highest taunt value, the skitterer will move towards him.

You may choose which of the 2 possible areas it moves into.

A Skitterer attack



Name of attack

Attack Type

Shows that this is a melee attack.

Attack Effect

Shows that a reactive ability check using agility is required to avoid damage.

If only a single Hero may be attacked by an Enemy, that Hero will be the target of the attack. If there is more than one Hero that may be attacked by an Enemy, the Hero with the higher Taunt value will be the target of the attack. If no Heroes may be attacked by an Enemy, skip that Enemy's attack.

Exception. If there are 1 or more other Heroes in the same area as the Hero being attacked, one of those Heroes may become the target of the attack instead, as long as both players whose Heroes are involved agree.

Melee Attacks into Adjacent Areas

When performing a melee attack into an adjacent area (usually because that area is at maximum capacity) the two areas may be separated by either a single or double white line. The two areas may not be of different heights (see **Height of an Area** to the right).

Outcome of an Enemy Attack

To determine the outcome of an Enemy attack, the attacked Hero must roll a reactive ability check, the type of which is determined by the Enemy attack (see **Applying Damage to Heroes** on p. 11). In this scenario, you will roll either a Might or Agility reactive ability check against the Skitterers' attacks.

Provoke

Skitterers (and most other Enemies) have an ability called "Provoke" (signified by the symbol ●). This ability causes an amount of damage (in this case 1) to any Hero that moves out of the same area as a Skitterer. If there are multiple Skitterers in the area that the Hero moves out of, they each cause this damage. This damage cannot be reduced by a reactive ability check.

A Hero may only suffer Provoke damage from the same Skitterer once during that Hero's turn, but each Skitterer may inflict Provoke damage on more than one Hero in the same round.

Hero Attack Actions

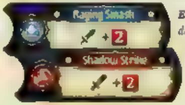
When your Hero performs an attack action, you must first select the Enemy you are attacking. The Enemies you may attack depend on the type of attack your Hero is performing. There are 3 types of attack in Agemonia:

Melee Ranged Magic

Melee Attacks

Your Hero may perform a melee attack if the following 3 conditions are true:

- Your chosen action for this round shows the melee attack symbol
- You have an active melee weapon, an Item card placed in your active Item cards area, showing the melee attack symbol in its effect box
- There is an Enemy in the same area as your Hero, or in an adjacent area to your Hero that is at maximum capacity



***Example:** Torrax and Venta's attack is a melee attack. It deals damage equal to the number of successes you roll on 2 Action dice added to their weapon's modifier.*

The attack action on your Hero board shows the number of Action dice you should roll in a **red box** 🟥. To calculate the damage caused by your melee attack, add together:

- The number of successes you roll.
- Any weapon modifiers you may have, shown in the effect box of your active melee weapon. In this scenario, many of the weapons have weapon modifiers of -1 damage, they don't make particularly good weapons.

Ranged Attacks

Your Hero may perform a ranged attack if the following 4 conditions are true:

- Your chosen action for this round shows the ranged attack symbol
- You have an active ranged weapon, an Item card placed in your active Item cards area, showing the ranged attack symbol in its effect box
- There is an Enemy within the range shown in the effect box of your active ranged weapon. Ranged weapons commonly have both a minimum and maximum range
- That Enemy is in line of sight

Line of Sight

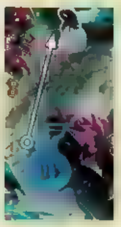
Ranged attacks (and some other effects) require line of sight from one figure to another figure, or from a figure in one area to another area. In order for a figure to have line of sight to an area, it must be possible to draw a straight line from a part of the area the figure is in to a part of the other area, without going through a solid barrier. Additionally, line of sight may only go through a border showing the height symbol if the higher of those two areas is either the area where the figure is, or the area they require line of sight to.

A figure that has line of sight to an area also has line of sight to all figures in that area.

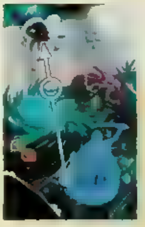
Height of an Area

A height symbol on a border between two areas signifies that one of those areas is at a different height to the other.

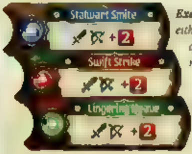
The height symbol points towards the higher level areas and away from the lower level areas.



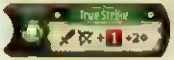
Example 1: *While some of the area the skitterer is in is blocked from Lunara's view she can choose any part of the area she is in and any part of the area the skitterer is in to see if she has line of sight. She does, so she may perform a ranged attack against the skitterer*



Example 2: *Lunara may **not** perform a ranged attack against the skitterer as the attack would go through an area of a higher level than the area the skitterer is in (as shown by the circled height symbol): she does not have line of sight to the area containing the skitterer*



Example: *Lunara, Matajam, and Drenosh's attack can be use as either a melee or ranged attack. It deals damage equal to the number of successes you roll on 2 Action dice, added to their weapon's modifier*

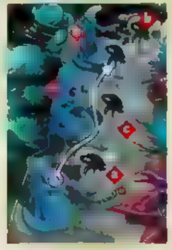


Example: *Jonal's True Strike attack can be use as either a melee or ranged attack. It deals damage equal to the number of successes you roll on 1 Action die, plus 2 additional successes, and added to her weapon's modifier*

The Ranged Attack on your Hero board shows the number of Action dice you should roll in a **red box**. To calculate the damage caused by your ranged attack, add together:

- The number of successes you roll (plus 2 in the case of Jonal's True Strike)
- Any weapon modifiers you may have
- Additionally, ranged attacks may have their damage reduced by 1 due to your Hero's aim being obstructed.

Obstructed Aim



Reduce your Ranged Attack damage by 1 if any of the following conditions are true:

- There are one or more Enemies in the same area as your Hero.
- There are any Heroes or Enemies in the same area as the Enemy being attacked.
- There are any Heroes or Enemies in any areas that the line of sight of the ranged attack passes through. Remember, you may determine line of sight from any part of the area your Hero is in to any part of the area the Enemy being attacked is in.

Apply this reduction once only to each ranged attack, no matter how many of these conditions apply.

Example: *Lunara is performing a Ranged Attack against skitterer number 4. There is an Enemy* a *in the same area as her, there is a Hero (Zuva'Sai)* b *and an Enemy* b *in the same area as the Enemy being attacked, and there is a Hero (Torrax)* c *and an Enemy* c *in an area that the line of sight passes through. Regardless of how many times her aim is obstructed, Lunara only gets a -1 penalty to her Ranged Attack damage.*

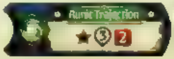
★ Magic Attacks

All magic attacks are ranged magic attacks. The maximum range of a magic attack is shown as a number in a ○. The minimum range of a magic attack is 0.

Unlike with melee and ranged attacks, your Hero does not require an item with the magic attack symbol in order to perform a magic attack, and any weapon modifiers on items with the melee or ranged attack symbol are ignored. Otherwise, magic attacks follow the same rules as ranged attacks, including the damage reduction for obstructed aim.

Your Hero may perform a magic attack if the following 3 conditions are true:

- Your chosen action for this round shows the magic attack symbol ★
- There is an Enemy within the range shown on your Magic Attack action.
- That Enemy is in line of sight



Example: *Zuva'Sai's attack action is a magic attack that can be used from range 0 up to range 3. It deals damage equal to the number of successes you roll on 2 Action dice. This damage is not modified by any melee or ranged weapon modifiers.*

Applying Damage to Enemies

Each Enemy starts with the amount of health shown on its Enemy card. The health of an Enemy is tracked on its Enemy board using a 12-sided Counter die. Place the die on the Enemy board in the area corresponding to the number on the Enemy figure. For Enemies with more than 10 health you will need to use 2 Counter dice, one for the "tens" and one for the "units" to represent a 2-digit number.

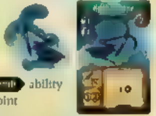
Each time an Enemy takes damage, reduce its health by the amount of damage taken.

Once an Enemy is reduced to 0 health or less, it is defeated and removed from the Scenario map. Place its figure back in the supply, and remove its Counter die from the Enemy board.

Many Enemies have health values that vary depending on the number of Heroes. This is shown as a simple equation using 👤.

2👤 ***Example:*** *The Skitterers in this scenario have 2👤 health. This means they have 4 health when playing with 2 Heroes, 6 health when playing with 3 Heroes, and 8 health when playing with 4 Heroes.*

Hook & Rope



Some Story cards allow your Hero to move between areas of different height (see Height of an Area on p. 13). However, the Climb ability of the Hook & Rope also allows you to create your own climbing point.

A Hero with a Hook and Rope who is in the higher of two areas separated by a double white line showing a height symbol may:

discard the Hook & Rope • Place a Hook & Rope token on that double white line

A Hero with a Hook and Rope who is in the lower of two areas separated by a double white line showing a height symbol may:

- 5

Success » Discard the Hook & Rope • Place a Hook & Rope token on that double white line

Fail » You may spend another maneuver to try again this turn

A Hero in an area with a Hook & Rope token on one of it's borders may spend 1 movement point to:

4 **Success** » Move into the area on the other side of that border
Fail » You may spend another movement point to try again this turn

A Hero in an area with a Hook & Rope token on one of it's borders may discard the Hook & Rope token to gain Item card 006 Hook & Rope.

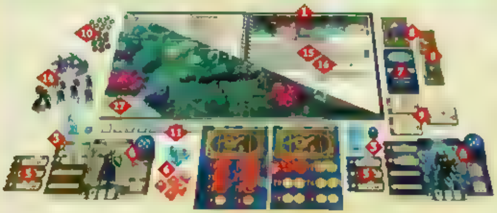
Falling

A Hero may move from an area of higher ground across a double white line into an adjacent area of lower ground by spending 1 movement point and

Note: In later scenarios, you also gain the Slowed condition if you take damage from falling, but conditions aren't introduced until tutorial 3

3 [illegible]

Set Up



1. Open the Scenario book to page 11 and place it in the middle of the table. This shows the introduction and additional rules for "The Secrets of the Ancients"
2. Place the Player Reference in easy reach of all players
3. **Each player:** Take the Hero miniature, Hero board, Action Selection marker, and starting Vitality disk (showing your Hero name followed by " - 1" on it) for your selected Hero. Place your Vitality disk in the top right corner of your Hero board, unwounded (blue) side up.
4. **Each player:** On your Vitality disk is a number. Take that number of Stamina chips, and stack them on top of your Vitality disk, stamina (blue) side up.
5. **Each player:** Take your Hero's 3 Action tokens with either "Unlocks after The Flooded Inn" or "Unlocks after The Road to Runedale" on the back, and place them face up next to your Hero board.
6. Place a supply of Action dice and Reaction dice within easy reach of all players.
7. Take the Story cards for "The Secrets of the Ancients" and place them next to the Scenario map. Do not shuffle this deck or read any of the Story cards.
8. Create the following decks, and shuffle and place each one next to the Scenario map: Fate cards, Initiative cards, Injury cards. Remember to use just the 15 Initiative cards with a blue border on their front.
9. Take the following Condition cards and place them face up in 3 separate piles: Bleeding, Held, Weakened.
10. Place a supply of ◎ tokens and ✖ tokens next to the Scenario map.
11. Place all 8 single-sided Runic Plate tokens next to the Scenario map.
12. Make sure that each Hero has any items and Achievement tokens they gained from tutorials 1 & 2. Place these below the respective Hero boards.
13. Place 2 Enemy boards (one 8-Enemies side up, and one 6-Enemies side up), and all of the 8-sided Counter dice next to the Scenario map. Alternatively, you may use the Agemonia App to keep track of Enemies' Health.
14. Place 8 Skitterer figures, 3 Lumun Demon figures and the Hive Mother figure next to the Scenario map.
15. Choose one player to be the narrator. That player reads aloud the introduction to "The Secrets of the Ancients" on page 11 of the Scenario book. Alternatively, play the voice-acted introduction on the Agemonia App.
16. Read the additional setup, additional scenario rules, and scenario end conditions on page 12 of the Scenario book. Flip the top card of the Story deck: there is a reminder of the rules you will need during the scenario on the front of that card.
17. Turn the Scenario book to page 13 which shows the Scenario map for "The Secrets of the Ancients". Place your Hero miniatures in the area marked "Start" on the Scenario map.

Scenario 1 & 2 Reminder

Here is a reminder of some of the rules from tutorials 1 & 2, along with the page number in that tutorial.

Your Hero

Spending stamina, tutorial 1, p. 5
Active ability checks, tutorial 1, p. 8
Reactive ability checks, tutorial 2, p. 10
Applying damage to Heroes, tutorial 2, p. 11
Using items, tutorial 2, p. 11
Being Hindered, tutorial 2, p. 10
Hook & Rope, tutorial 2, p. 14
Falling, tutorial 2, p. 14

Actions

Focus action: tutorial 1, p. 6 & tutorial 2, p. 12
Extra Maneuver action, tutorial 1, p. 4
Hero Attack actions, tutorial 2, pp. 13–14
Rethink action, tutorial 1, p. 6

Maneuvers

Move maneuvers, tutorial 1, p. 5
Recover maneuver, tutorial 1, p. 6 & tutorial 2, p. 10
Spending maneuvers, tutorial 1, p. 8

Other Rules

Scenario map

Areas on the Scenario map, tutorial 1, p. 5
Maximum Capacity, tutorial 1, p. 6
Range, tutorial 1, p. 6
Identifying areas using Story Points, p. 8

Story cards

Story Points and Story cards, tutorial 1, p. 5 & 8
Flipping Story cards, tutorial 1, p. 8
Overlay cards, tutorial 1, p. 8

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Enemies and Combat, tutorial 2, pp. 12–13

Round Overview

The round structure remains the same as in tutorial 2

1. **Select Hero Action**
2. **Reveal Initiative Card**
3. **Hero and Enemy Turns**
4. **Discard Fate Card**

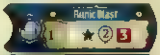
1. Select Hero Action

New Actions

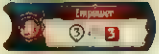
There are 2 new actions you may select for your Hero. Note that many of these new actions cost stamina to perform. You may only perform an action if you can pay the stamina cost for it Remember: You may instead perform the Rethink action (at no stamina cost)

Read the description of your new actions. Choose 2 of your 3 Action tokens and place them face up in the corresponding action slots on your Hero board before you select your action for this round. Set your remaining Action token aside, it will not be used in this scenario.

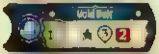
Note: This choice only affects the actions you may select in this scenario; you may make a different choice of actions at the start of each future scenario.



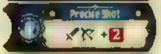
Runic Blast: A magic attack that costs 1 stamina, has a range of 2, and allows you to roll 3 Action dice



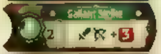
Empower: Recover stamina that Zuva'sal or another Hero has spent. It has a range of 3, and recovers stamina equal to the successes you roll on 3 Action dice



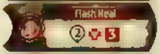
Void Bolt: A magic attack that costs 1 stamina, has a range of 3 and allows you to roll 2 Action dice



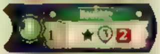
Precise Shot: A melee or ranged attack that allows you to roll 2 Action dice



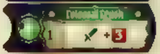
Gallant Strike: A melee or ranged attack that costs 2 stamina, and allows you to roll 3 Action dice



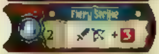
Flash Heal: Heal damage that Lunara or another Hero has taken. It has a range of 2 and heals damage equal to the successes you roll on 3 Action dice



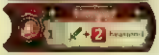
Boulder: A magic attack that costs 1 stamina, has a range of 3 and allows you to roll 2 Action dice



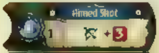
Colossal Crush: A melee attack that costs 1 stamina, and allows you to roll 3 Action dice



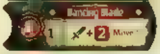
Fiery Strike: A melee or ranged attack that costs 2 stamina, and allows you to roll 3 Action dice



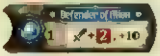
Disengage: A melee attack that costs 1 stamina, and allows you to roll 2 Action dice. It also gives Drenosh 1 point of Evasion this turn. Each point of Evasion you have prevents 1 point of damage from one Enemy provoke ability during your turn.



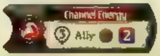
Aimed Shot: A ranged attack that costs 1 stamina, and allows you to roll 3 Action dice



Dancing Blade: A melee attack that costs 1 stamina, and allows you to roll 2 Action dice. You may also spend 1 movement point to move your Hero either before or after the attack.



Defender of Mion: A melee attack that costs 1 stamina, and allows you to roll 2 Action dice. It also gives you +1 success on each reactive check you roll from the start of the action until the end of this round



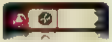
Channel Energy: Mark another Ally in line of sight within range 3 with the Channel Energy token. The next time the marked Ally rolls 1 or more Action or Reaction dice, they roll 2 more dice and you take back the Channel Energy token. Later in the game you will encounter other types of Allies, but for now treat "Ally" as "Hero" To mark a Hero with a token, simply place the token on their Hero board

2. Reveal Initiative Card

This phase remains the same as in tutorial 2, except that the Hero bonus maneuver symbol and Enemy special ability symbols are now used

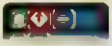
+ Hero Bonus Maneuver Symbol

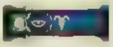
Some Initiative cards show a bonus maneuver symbol next to 1 or more Hero initiative symbols. Any Heroes who are performing an action of that color this round get an extra maneuver to use during their Hero turn.



Enemy Special Ability Symbols

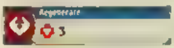
Some initiative cards show an Enemy special ability symbol next to 1 or more Enemy initiative symbols. Any Enemies with an Enemy symbol of the corresponding color get to use the relevant special ability during their turn this round. Remember to perform each Enemy's full turn (including any special ability) before moving on to the next Enemy



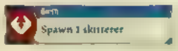


Snake special ability symbol

The snake ability on an Enemy card activates before its normal action

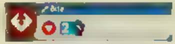


Heal 3 damage



Spawn 1 Skitterer in the same area as the Enemy

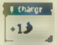
Remember: An Enemy does not take a turn in the round they are spawned. You may want to place the Enemy figure on its side as a reminder



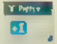
The Enemy will perform this attack

Horns special ability symbol

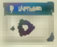
The horns ability on an Enemy card enhances their normal action

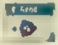


Allows the Enemy to move further during its move

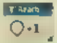


Increases the Enemy's attack





Adds a condition to the Enemy's attack. If a Hero takes damage from the attack, they will also gain the specified condition (see **Conditions**, p. 19)



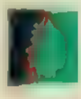
Increase the range of the Enemy's attack

3. Hero and Enemy Turns

Notice that, just like in tutorial 2, there is a Story point "F" that will be triggered at the start of the first Hero's turn.

Double Red Lines on the Scenario Map

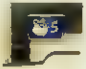
For the sake of clarity, some Scenario maps use red lines to indicate a solid barrier between 2 areas. The outer borders of the hill on this Scenario map are an example of this



Note: The Scenario map may still have other solid barriers that are shown normally, without these red lines. For example, the individual rooms within the hill.

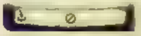
Encumbrance

Each Hero can carry equipment totalling up to 5 encumbrance, as shown on the bottom right of their Hero board. Active items do not count towards this total. The encumbrance of an item is shown next to the backpack symbol on the Item card. Item cards that do not show an encumbrance value have an encumbrance of 0. Item tokens always have an encumbrance of 0

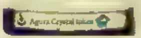


Loot

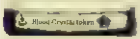
Some Enemies leave behind loot in the form of items (usually tokens) when they are defeated. The loot they leave is shown on their Enemy card underneath their portrait. When the Enemy is defeated, place the loot in the same area of the Scenario map that the Enemy was in. You may pick up these items if your Hero is in that area, just as with any other items dropped on the Scenario map.



No Loot



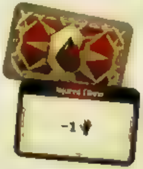
Place an Agura Crystal token in the area where this Enemy was when it was defeated.



Place a Blood Crystal token in the area where this Enemy was when it was defeated.

Any loot items still in an area of the Scenario map may be gained at the end of this scenario. Note: This is not the case with all future scenarios.

Injury cards



From this tutorial onwards, a Hero who becomes wounded (all their Stamina chips are wound side up and they take more damage) also gains an Injury card:

- Reveal the topmost Injury card from the Injury deck and place it on your Hero board.
  Each Injury card has a different effect (See **Injury card effects**, p. 19).
- Your Hero retains the Injury card, even between scenarios, until some effect removes it.
- When removed, shuffle the Injury card back into the Injury deck.

You may also encounter other ways in which your Hero may gain an Injury card! Follow the same 4 bullet points above for these Injury cards.

Enemy Ranged Attacks

Enemy ranged attacks follow similar rules to Hero ranged attacks.

An Enemy ranged attack is obstructed if:

- There are one or more Heroes in the same area as the Enemy.
- There are any Heroes or Enemies in the same area as the Hero being attacked.
- There are any Heroes or Enemies in any areas that the line of sight of the ranged attack passes through. Determine line of sight in the most favourable way for the Enemy.

If an Enemy ranged attack is obstructed in any way, reduce the damage it causes by 1.

4. Discard Fate Card

Just as in tutorial 1 & 2, each round one Fate card is discarded, face up, into a discard pile next to the Fate deck. The front of the Fate card is relevant to the effects on some Story cards in this scenario. If you run out of Fate cards in tutorial 3, shuffle the discards into a new deck, and continue playing the scenario until one of the end conditions occurs.

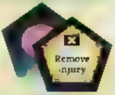
Scenario Outcome

Once the scenario is over, read the Relevant Outcome, the Conclusion, Achievements and Epilog on p. 47 of the Scenario book.

Once you are ready, you may then turn to page 20 of this book to start playing the full Agemonia campaign.

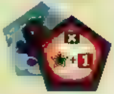
Items in Scenario 3

There are several items you may find in tutorial 3. We recommend you do not look at these sections until you find the corresponding item, in order not to spoil the surprise.



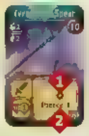
Moonegg tokens

Discarding a Moonegg token allows your Hero to remove one Injury card they have.



Blood Crystal tokens

Discarding a Blood Crystal token allows your Hero to add 1 Action die to any magical attack. You must decide whether to use one or more Blood Crystal tokens before you roll the Action dice for your attack.

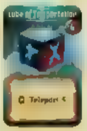


Ceremonial Spear

The ceremonial spear is a 2-handed melee weapon with a maximum range of 1. It may still be used to attack an Enemy in the same area as your Hero. Although it has a range, it is still a melee weapon (so it cannot be used to make a ranged attack, and is not subject to the obstructed aim disadvantage of a ranged attack).

① **Extra damage:** The ceremonial spear inflicts 1 extra damage on each attack you make with it.

② **Pierce:** The Pierce effect allows you to ignore an amount of shields that an Enemy has (in this case, 1 shield).



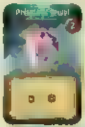
Cube of Teleportation

The cube of teleportation may be discarded to teleport your Hero into another area within range 5. To teleport:

- You must have line of sight to the area you teleport into.
- Your Hero is not considered to have entered any of the areas in between.
- You may teleport single and double white lines, but not through solid barriers.
- You are not subject to any Enemy Provoke abilities from the area you leave.
- You may teleport into an area that is at maximum capacity whether it contains Enemies or not, although you may still not end your turn there.

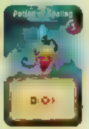
Place your Hero figure into the area you teleport into.

Note: You may not teleport over any of the lines in this scenario that still have an X-marker on them as they count as a solid barrier.



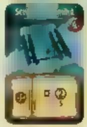
Prismatic Jewel

The prismatic jewel may be discarded to give you an extra maneuver this turn.



Potion of Healing

The potion of healing may be discarded to heal 5 damage to your Hero.

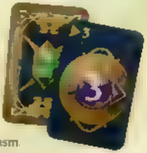


Scroll of Stamina

By spending a maneuver, you may discard the Scroll of Stamina to allow each Hero (including your own) in the areas within range 2 of your Hero to restore up to 5 spent stamina each.

Other Rules

This section details the rules that various Story cards in "Ruins of the Ancients" may direct you towards.



Fate cards

Each Fate card displays a number and a directional arrow. They are used in various ways in different scenarios, often to trigger effects, or to measure the passage of time.

In Scenario 3, Fate cards are used in 2 ways:

To determine when and where Skitterers are spawned from the chasm.

To determine the count of a timer later in this tutorial (see **Timers**, below).

As discarding a Fate card is performed at the end of the round, any Enemy spawned as a result of that Fate card will start taking turns in the following round.

Timers

A timer uses the values on the Fate cards to count to a target number. On reaching this number an event will occur.

Starting a Timer

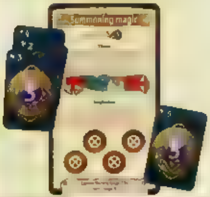
Once instructed to start a timer, from that round onwards, you should place the Fate card revealed at the end of each round in a separate pile from the Fate card discard pile. Any Fate cards that were discarded in previous rounds remain in the Fate card discard pile. This new pile is called the Timer pile.

Reaching the Target Number

Each time you place a Fate card in the Timer pile, total the values of all Fate cards in the Timer pile including the newly placed one. If this total equals or exceeds the timer's target number, the given event will occur.

Resetting a Timer

To reset a timer, remove all but the most recently placed Fate card from the Timer pile, and place them in the Fate card discard pile. The timer will start its count again. This count will include the Fate card remaining in the Timer pile.



Example: *A timer with a target number of 12 started 3 rounds earlier. The 3 Fate cards currently in the Timer pile show a 3, a 2, and a 4: a total of 9. At the end of this round, a Fate card is revealed showing a 5. The total is now 14 and so the given event occurs. The timer is reset, and so the Fate cards showing 3, 2, and 4 are placed in the fate card discard pile. The most recent Fate card, showing a 5, remains in the Timer pile. Not good news, as the timer is already well on its way to reaching its target of 12 again.*

Progressive ability checks

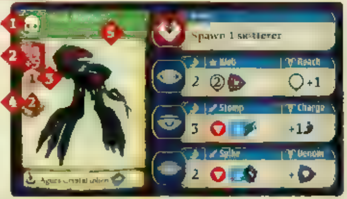
A progressive ability check is an active ability check that allows your Heroes to build up successes over a number of attempts. Use one or more Counter dice placed on the Story card to record the number of successes achieved so far. A progressive ability check succeeds once the specified number of successes have been achieved. They otherwise follow the same rules as active ability checks. Often, the number of successes required for a progressive ability check will depend on the number of Heroes you are playing with.

2♟+4

Example: *Tony is playing the Hero Torrax, while his 3 friends are playing 3 other Heroes. He is attempting a might progressive ability check that requires 12 successes when playing with 4 Heroes. Torrax has a might of 3 and Tony rolls 🟥, 🟥 or 🟥. Even if Tony spends 2 stamina he cannot immediately succeed at the check. He decides to spend 1 stamina and places a Counter die set to 4 on the Story card. 8 more successes are required to succeed at the check. Any of the other Heroes may attempt the check this round, and Torrax may have another attempt next round.*

Hive Mother

Overview



1. The green Enemy symbol means the Hive Mother will tend to have an initiative later in the round.

2. The Hive Mother has either 15 health (2 Heroes), 20 health (3 Heroes) or 25 health (4 Heroes).

3. It also has 1 shield, meaning that each time it suffers damage from an attack, that damage is reduced by 1.

4. The Hive Mother's Provoke causes 2 damage to any Hero that moves out of the area containing the Hive Mother.

Large Enemy

5. A large Enemy takes up the same capacity in an area as 2 normal figures.

Consequently the Hive Mother may only move into areas with a maximum capacity of at least 2, and in areas with a maximum capacity of 3 (or 4), there may be no more than 1 (or 2) other figures in that area at the end of the Hive Mother's movement.

Normal figures may make melee attacks into an area that is at maximum capacity. In a similar way, large Enemies such as the Hive Mother may make melee attacks into an area they are prevented from moving into due to maximum capacity i.e. an area that is either at maximum capacity, or that has only 1 spare capacity.

Actions

The Hive Mother's snake special ability spawns a Skitterer in the same area as the Hive Mother.

> Reminder: If that area is at maximum capacity, instead place the spawned Enemy in the closest area that is not at maximum capacity.

An Enemy does not take a turn during the round it is spawned.

The Hive Mother will move up to 2 areas and perform a ranged attack (Web) with a range of up to 2. Note that this attack does not cause damage as there is no damage symbol ▼.

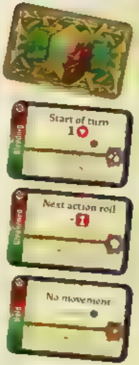
The targeted Hero gains the Held condition (see **Conditions**, p. 19). If the horns special ability symbol is shown on the Initiative card, the range increases to 3.

The Hive Mother will move up to 3 areas and perform a melee attack (Stomp). If the horns special ability symbol is shown on the Initiative card, the Hive Mother will move up to 4 areas instead of 3.

The Hive Mother will move up to 2 areas and perform a melee attack (Spike). If the horns special ability symbol is shown on the Initiative card, a Hero that does not fully succeed at the reactive ability check (and so takes damage from this attack) will also gain the Weakened condition (see **Conditions**, below).

Conditions

Heroes may gain positive or negative effects called conditions. When your Hero gains a condition, take the corresponding Condition card and place it on your Hero board. The Condition card remains until its discard condition has been met, and is then discarded and placed back in the relevant pile of Condition cards. A Hero may not have the same condition more than once at the same time.



Bleeding
At the start of each of your turns, suffer 1 damage. Spend a maneuver to discard this condition.

Weakened
When you next roll 1 or more Action dice during an active ability check, attack, or any other ability or effect such as Lunara's Flash Heal action, roll 1 fewer Action die and discard this Condition card.

Held
You may not move until you spend a maneuver to discard this Condition card.

Injury card effects

Battered −1	Get one fewer success when performing a melee attack.
Injured Eye −1	Get one fewer success when performing a ranged or magic attack.
Pulled Back / Broken Ribs / Cracked Skull −1 −1 −1	Treat your corresponding ability level as being 1 lower.
Winded −1	Get one fewer success when performing an active ability check.
Injured Ankle −1	Get one fewer movement point when you perform a Move maneuver.
Strained Recover: −1	Restore one fewer stamina when you perform a Recover maneuver.
Lacerated Recover: −1	Heal one fewer damage when you perform a Recover maneuver.
Injured Elbow −1	You have one fewer hands for your active items. If necessary, immediately move one of your active items into your backpack area. If this exceeds your encumbrance limit (see p. 16), you must drop items in your area until you are within this limit.
Injured Mouth May not ⊗ Potion, Elixir, Draught, or Herb items.	You may not use Potion, Elixir, Draught, or Herb items.
Dazed Initiative ●	You always take your turn last each round.
Concussion Actions and Story cards: −1	All of your ranged attacks, magic attacks, and other actions with a range have their range reduced by 1. The range you can reveal and interact with Story cards is reduced by 1.
Enfeebled 0–1	You may only spend 0 or 1 ○ on each you roll.

Arriving in Runedale

Once you have completed the 3 tutorial scenarios your Heroes arrive in Runedale and the full Agemonia campaign begins. During the campaign, your Heroes will explore the city of Runedale and the world of Agemonia attempt challenging scenarios, interact with various factions, and write their own story of adventure

Open the Rules Reference and read the Campaign Rules.

As your Heroes are now level 1, you should also read up to the end of the Level 1 section of this book followed by the Level 1 section of your Hero book. Do not read any other sections of this book or your Hero book until instructed to do so.

Put a tick in the tickbox to the left of "Level 1" on your Party sheet to show you are now Level 1

Setting up the Stock and the Archive

All items your Heroes have knowledge of are placed in the Stock. You may look through these items at any time

All of the more unusual items in the world of Agemonia are placed in the Archive. You may not look at any of these unless instructed to do so.

Place Item cards 001 to 073 and all Item tokens into the Stock

Place Item cards 074 onwards into the Archive without looking at them. If you find somewhere that sells one of these Item cards, you may move that card to the Stock before deciding whether to buy it or not

Setting up the City Event deck

1. Hold the stack of City Event cards so you are looking at their back with the image upside down.
2. Flip the stack of cards over so they are face up, but still upside down.
3. Without looking at the rest of the card, locate the card number in the top left corner of the cards.
4. Separate out the City Event cards numbered 01 to 22.
5. To these cards, add the following City Event cards depending on which Heroes you are playing in your campaign.

026 for Drenosh
027 for Jonai
028 for Lunara
029 for Matajam
030 for Torrax
031 for Venia
032 for Zuva'Sai

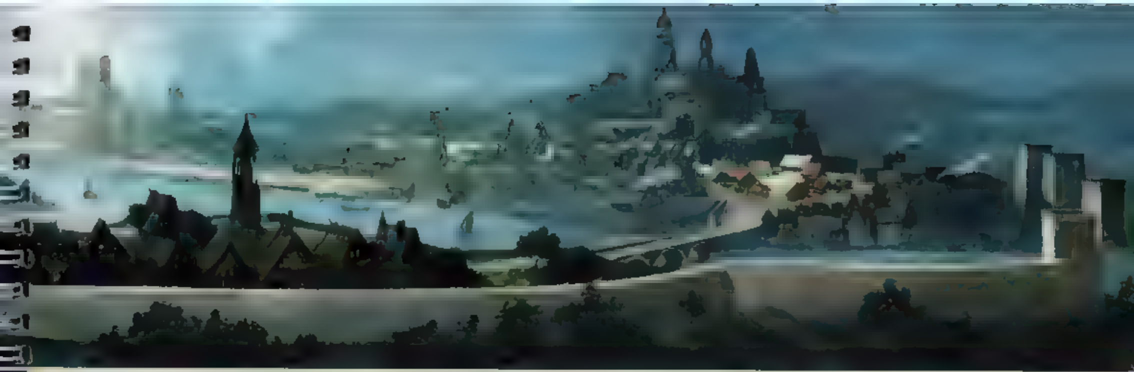
6. Shuffle these City Event cards face down to create the City Event deck.
7. Return all other City Event cards to the box without looking at them.

Setting up the World Event deck

Using the World Event cards, follow the same steps to set up the World Event deck as for the City Event deck.

Party Journal

If you have "Mutated Land" in your Party Journal, cross it out and shuffle World Event card 025 into the World Event deck



Factions

Ten major factions control most of Runedale and its surrounding lands. As any Runedalian will tell you, it is worth getting to know them.

The ten Faction tracks are arranged in five pairs of rival factions. For example, House Gramask and House Pennark are rival factions

Nobility

House Gramask

The ruling family of Runedale, but House Gramask is weak. Once great, this old and proud House is struggling to hold on to its influence against the Amethyst Order, the crime gangs, and rival noble houses. Residing in Gramask [illegible] ***Bo Gramask*** *is the official ruler of Runedale, but everyone knows the true powers of the family are in the capital, Starhaven.*

House Pennark

This noble house of immense magical and military power controls much of northeastern Benem. Before the Benemite Civil War, the Pennark Empire was a large independent realm of which Runedale was a part. Some suspect the Pennarks might want to conquer Benem again. ***Lady Pennark*** *rules the family from* ***Fort Pennark****, aided by her husband* ***Amon Pennark****.*

Politics

The Amethyst Order

The largest merchant guild and bank in Agemonia, the Order is also a mercenary corporation. What started out as a stonecutter's union is now the supreme economic actor in the known world. The Order commands more power in Runedale than the noble houses. The Magister ***Hemet One-Flame*** *has his offices in* ***Cadfael Fortress****.*

The Council of Eight

Magicians clinging to remnants of old power, the Council of Eight still survives. Their power might have waned, but the few remaining warlocks continue to work towards bringing back their days of glory. ***Essylit the Unerring*** *is Warlock of the First Circle in Runedale and has her study in the* ***Tower of the White Circle*** *on the Exalted Bank.*

Philosophy

The Cult of the Fifth Eye

Originally a small spiritual movement, this cult is now a force to be reckoned with and is expanding quickly with temples all over Agemonia. Venerating "Mysteries of the past", the cult is focused on the culture and creations of the Ancients. The High Priestess of the Fifth Eye in Runedale is a quothian called ***Silma****.*

The Cosmographers

Made up of scientists, stargazers, and academics, the Cosmographers Guild is a monastic order mostly consisting of nihtegrn, but open to all peoples. They are common in Benem, where an observatory can be found standing in almost every town. Runedale's observatory and university are collectively known as ***The Pinnacle*** *and are presided over by* ***Celestor Rhaenna****.*

Crime

The Sable Crown

Brigands, rebels, pagans, rogues... the Sable Crown is a criminal organization with the goal to tear down the nobles and cosmographers from their seats of power and institute what they call "a proper democracy". The conspiracy's true leaders are hidden, of course, but they no doubt have one in every town.

The Shroud

Spoken of in whispers, the Shroud is the most notorious criminal organization in Agemonia, composed of smugglers, spies, and drug dealers. Caring little for politics, the Shroud's motivation is profit. In Runedale the pattangan criminal ***Tan Gunagill*** *is the local Shroud boss and holds court in* ***The Pit****.*

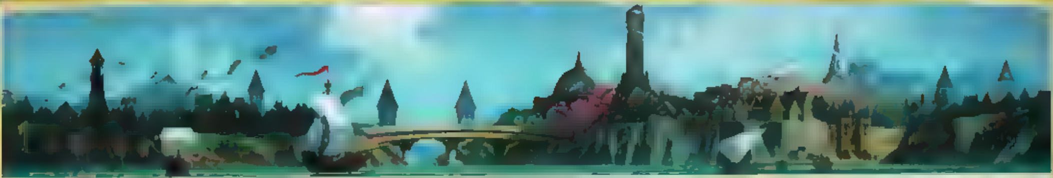
Faith

The Jade Tendril

The Jade Tendril are a dangerous religion which worships demons of the Breach and the dark magic of aox. This secretive cult works all over Agemonia and is rumored to kidnap innocents to sacrifice to demons. Few know if they have a Dark Bishop in Runedale, and if they do, who it is...

The Keepers of the Breach

An old order following the magical force atun and protecting Agemonia from the malevolent power of aox which rules the Breach. Since their very beginnings, there has been a Keeper from each people in Agemonia. Your mentor ***Shantor Three-Birds*** *was called the last of the keepers, possibly making you their next generation.*



Level 1 - Gric Month

The street corners are lush with budding flowers as gric month begins in the city of Runedale. You arrive through the southern gates, facing a giant snake statue and hearing horrible screeching sounds from beyond the river. You immediately realize the noise is coming from Skyrender, the ages-old tower which [illegible].

Other Ambergate refugees arrive soon after you, some of whom have been to Runedale before. They tell you that House Gramask keeps very little order and the city is ravaged by two crime gangs known as the Shroud and the Sable Crown. You should be wary of pickpockets and muggers. Some say this is the fault of House Pennark, rival to the Gramasks, who have willfully weakened Runedale's ruling family.

The city is abuzz with priests, merchants, cosmographers, guards, criminals, entertainers, warlocks, and travelers. Most of the inhabitants are nihteegri, but there are also plenty of pattangans and korallians, mostly working menial jobs.

The southern Secular Bank of the river is where you will spend most of your time. You can buy food and herbs at the Round Market, weapons and armor at the Agura Anvil, and eat, drink, and lodge at the Ravenous Gulvren.

If you cross the river to the Exalted Bank, you can buy tools, bags, and fish at Anglers' Pier, or visit the Temple of the Fifth Eye for healing.

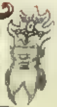
So begins gric month in Runedale.

Available Locations

At Level 1 you may visit the 5 locations detailed in this section.

If you have "Legionary saved" in your Party Journal, you must visit The Ravenous Gulvren at the start of your first City step.

May the Fifth Eye protect you, wanderers. You bear a strange semblance to heroes whom [illegible] up my eyes. They unraveled mysteries around devices of the Ancients and [illegible]. Nevertheless, [illegible] to Runedale and may the Ancients protect you.



A [illegible]

Set near the harbor on the Secular Bank of the river, this four-storied wooden building holds the largest inn in Runedale. The place is named after gulvrens, rare cold-breathing behemoths that still live on remote mountaintops. Traveling merchants, adventurers, and other visitors frequent the place, known for its tolerance of pets and even foreigners — a trait in short supply in Runedale. A stable for [illegible] and other animals is available for an extra charge. The common room offers live music every day!

If you have "Legionary Saved" in your Party Journal » 050
If you have "Birdie Saved" in your Party Journal » 190
If you have "Birdie Stored" in your Party Journal, you may sell Birdie » 350

Service: Rent a Room

You have mostly slept in camps, taking turns to stand guard, waking tired at the sound of animals or the rising sun. But you remember how nice it is to sleep in a soft bed, wash yourself properly, and eat a hearty breakfast cooked by someone who knows how. All of that is available here in the Ravenous Gulvren, plus a pleasantly fragrant flowery room of your own. For a price.

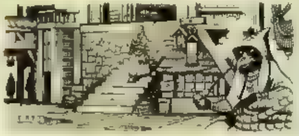
2✪ » Place your Action Selection marker on The Ravenous Gulvren on the city map. You do not gain the "disturbed sleep" penalty at the start of the next scenario.

Dynamic: Twilight Watch

The first time you visit this location » 456

[illegible]

B [illegible]



Dominated by [illegible] cargo from ships to raised platforms, Anglers' Pier [illegible] for fish and game, tools, bags, and other [illegible]. [illegible] main harbor, but ships usually offload here [illegible] taste of the fish on sale. In springtime much of the river-level part of Anglers' Pier is flooded, so wear good boots. Beware of beggars and cutpurses, but the [illegible] are probably just a rumor!

Service: Liana's Leather Goods

Wedged between a nut merchant and a rigged game of chance is a small tanner's shop where an aged nihteegri woman, Liana, sells new and old bags, belts, purses, and other leather products. Most of it is worn and unremarkable, but there are a few fancier items on sale as well.

3✪ » Item card 025 "Small Backpack"
5✪ » Item card 027 "Medium Backpack"
7✪ » Item card 029 "Large Backpack"

Service: Tools and Equipment Shop

The upper platform is littered with fishmongers and hawkers yelling about their products, and wary customers holding on to their purses. In the northern corner are several merchants selling used tools. It is better not to think too much about whether they are stolen or not.

2✪ » Item card 002 "Torch"
3✪ » Item card 005 "Shovel"
2✪ » Item card 007 "Crowbar"
3✪ » Item card 003 "Pickaxe"
3✪ » Item card 004 "Hand Axe"
3✪ » Item card 006 "Hook & Rope"

Dynamic: [illegible]

The first time you visit this location » 306

Activity: Work on the Docks

You find work carrying crates and checking cargo.

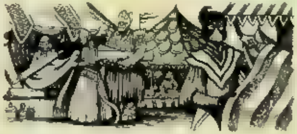
● » Gain 2✪

Activity: Fish in the River

You fashion a makeshift fishing rod and try fishing off the end of the pier.

● » Roll 1 [illegible] +2 ◐ » Gain ✪ equal to ◐ rolled +1

C [illegible]



Hard to reach from the harbor and even more difficult from the Exalted Bank, but by decree of House Gramask, this is the only marketplace for luxuries in Runedale. It is close to the West Gate giving a noticeable benefit to traders arriving from Throyle Province. The colorful tents are not only occupied by nihteegris, but also by pattangans, quothians, korallians, and occasionally even more exotic merchants. Spices, herbs, carpets, cosmetics, fashion, medicine, precious flour, quothian silk, and many other useful items are sold here, as well as many useless ones.

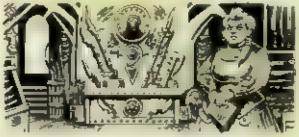
Service: Herb Stall

There is a whole alley in the bazaar with pattangans and nihteegri selling plants, flowers, herbs, mushrooms, and spices. They are frequented by the assistants for cooks, alchemists, and mages each interested in these fragrant products for their own purposes.

2 ✪ = Blightcap token
5 ✪ = Star Lotus token

[illegible] thank you. I've been [illegible] in the [illegible] mushrooms every morning and [illegible] The [illegible] pick them myself. But [illegible] of all the [illegible] grow [illegible] in the year.

D The Agura Anvil



The Kirane family have been armorers and weaponsmiths for seven generations, specializing in magical weapons forged with rare magical essences. Matron Aurora Kirane is the current master smith, apprenticed by her three grown children. A new metal decoration is added to the dome of their forge and shop by each consecutive master inspired by the master's star sign. The Agura Anvil is Runedale's best and most expensive place to buy a vast selection of high quality weapons and armor, often employed by House Gramask as well as the Amethyst Order, which are both within shouting distance.

If you have "Letter of Recommendation" in your Party Journal = 195

Service: Weaponsmith

Aurora Kirane shows you her collection of forged swords, daggers, spears and other weapons.

"They are made from the best Benemite iron, and forged right here. The handles are of carved wood with tough leather on the grip. The blade will stay true and sharp and the handle will not break. Even the Gramask knights get their sabers from here."

5 ✪ = Item card 010 "Dagger"
6 ✪ = Item card 015 "Bow"
12 ✪ = Item card 009 "Sword"

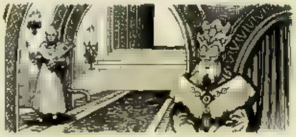
Service: Armorer

It does not surprise you that the Agura Anvil has a wide array of different mails and armor, but you did not expect them to have armor for [illegible] and pattangans. Some helmets even have holes for horns and fins appropriate for soldiers of different peoples.

3 ✪ = Item card 018 "Wooden Shield"
7 ✪ = Item card 019 "Helmet"
15 ✪ = Item card 017 "Leather Armor"

[illegible] Temple of the Fifth Eye [illegible] any news [illegible]

E Temple of the Fifth Eye



This was once Runedale's Temple of All Gods, but as the pagan beliefs were forbidden, the temple was left empty until the Cult of the Fifth Eye took over the building. The new religion is focused on the Ancients and their lost wisdom, searching for forgotten devices, and trying to understand their workings. Since more and more of the Ancients' devices have recently powered up, people are drawn in increasing numbers to the temple, looking at the blue-robed Priests of the Fifth Eye for guidance, healing, blessings, comforting rituals, and choral singing.

Service: Boons

The Cult of the Fifth Eye searches for and repairs the devices of the Ancients. In the temple, one such machine is the Fifth Eye, which bestows blessings and healing. After the payment of an appropriate fee, a blind nihteegri priest takes you to a chamber separated by a curtain, and there you see a large orb on a pedestal. On the surface of the orb, you see your own reflection, and that of the whole room.

"Confess your sins to the fifth eye and then you may ask for a boon," the priest says.

You are left alone to pray to the orb.

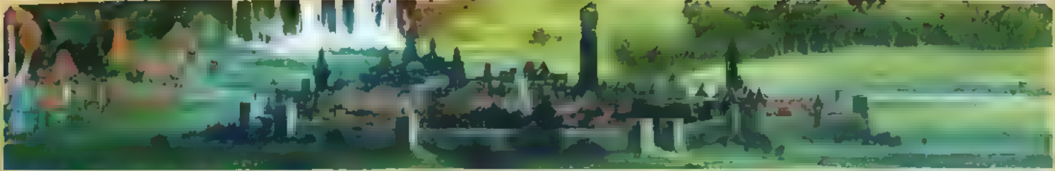
Treatment:

☾ or 2 ✪ = ○ 2 and ♥ 1

Heal Injury:

☾ or 3 ✪ = Discard 1 Injury card from your Hero

I think [illegible] that the priests of the Fifth Eye just hired me for a job. [illegible] out into the wilderness to dig a hole where they think [illegible] buried. They call themselves [illegible] Anyway [illegible] honest work for a simple man like myself.



Level 2 - Moonsilver Month

The air is heavy with pollen and spores as moonsilver month begins in the city of Runedale.

Having spent some time in Runedale talking to citizens in Victory Park and becoming settled, you find out more about the ruling House Gramask. They are weak in Runedale because their strongest members, Star Ursula Gramask and Elector Cosmo Gramask are away in the capital Starhaven, protecting the family's interest.

Meanwhile, crime is rampant and much of the city's governance is controlled by the Agemonia-wide mercantile guild The Amethyst Order who have offices everywhere from Sinkerton to Kruesol. The Amethyst Order have their local headquarters in Cadfael Fortress on the Secular Bank.

Their only true rival are the warlocks of the Council of Eight, a once great cabal of learning and magic but now only a shadow of its former self. Their libraries and laboratories are located in the Tower of the White Circle on the Exalted Bank.

The white-haired nihteegri Esryn the Unerring is Warlock of the First Circle and rules the Council of Eight in Runedale. She is the mortal enemy of Hemet One-Flame, the ignisaur director of the Amethyst Order.

The Exalted Bank also houses several temples and churches. Among the more surprising venues there are The Pit, a infamous hive which caters to all possible vices, and Rattlo's Reliquary. Rattlo is the only xi-noq in Runedale and purveyor of magical potions and artifacts.

The third part of Runedale is the Northgate District, a derelict ruin which has become a crime-addled shantytown. Most of its inhabitants are beggars, criminals, addicts, and orphans.

House Pennark has been sending raiding parties to villages and farms in the surrounding area and some fear they might even close in on Runedale.

So begins moonsilver month in Runedale.

If you have "Agora Anvil Discount: 1" in your Party Journal, cross it out.

If you have "Legionary Saved" in your Party Journal, write "Legionary as an Ally" in your Party Journal.

Available Locations

[illegible] **! New !**

Professions

Each Hero may now learn a profession from one of the many locations in Runedale.

Henchmen

During each City step you may now hire a henchman from the Ravenous Guivren's Hire Henchman service. Shuffle all 8 Henchman cards to create the Henchman deck and place this deck in the archive.

A [illegible]

If you have "Legionary as an Ally" in your Party Journal, you may - 📖 250

If you have "Birdie Stored" in your Party Journal, you may sell Birdie - 📖 350

Service: Rent a Room

2 ✪ - Place your Action Selection marker on The Ravenous Guivren on the city map. You do not gain the "disturbed sleep" penalty at the start of the next scenario.

Service: Gambling

Some of the locals invite you to play King of Thieves for money.

If you wish to learn how to play King of Thieves - 📖 008

Service: Hire Henchman

Soldiers of fortune and travelers down on their luck tend to gather in the Ravenous Guivren. Many of them are willing to take on any paying job but their skills are more useful on the battlefield than in a field of hay. Most get drunk in the corner of the common room marked by a huge bemarthid head hanging on the wall.

The first time you visit this service at level 2, reveal the top 2 Henchman cards from the Henchman deck and add them to the stock. Write each of their names in your Party Journal and read each of the Story Book entries shown on their cards. These Henchmen are available for hire.

10 ✪ - Gain a Henchman card until the end of the next scenario. You may only hire one Henchman during each City step.

If the Henchman is exhausted during the scenario - 📖 257

If the Henchman is not exhausted during the scenario - 📖 011

Profession: Streetwise

Every now and then, a mysterious pallid-skinned woman walks into the Ravenous Guivren, unarmed, but still making everyone uneasy.

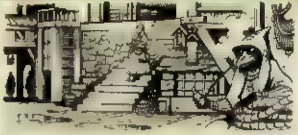
You find out she is Lorum, the queen of the beggars. Later, when you think you are alone at the Guivren, a voice emanates from the shadows. "I hear you've been asking about me. Well, I've asked about you, too. You want. I'll show you how the game's played."

☾ + 5 ✪ - Streetwise Profession card

Scenario: The Sign of the Squid

The first time you visit this location at level 2 - 📖 619

B Anglers' Pier



[illegible]

3 ✪ - Item card 025 "Small Backpack"
5 ✪ - Item card 027 "Medium Backpack"
7 ✪ - Item card 029 "Large Backpack"

Service: Tools and Equipment Shop

2 ✪ - Item card 002 "Torch"
2 ✪ - Item card 005 "Shovel"
2 ✪ - Item card 007 "Crowbar"
3 ✪ - Item card 003 "Pickaxe"
3 ✪ - Item card 004 "Hand Axe"
3 ✪ - Item card 006 "Hook & Rope"

Activity: Work on the Docks

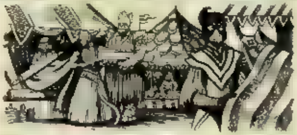
☾ - Gain 2 ✪

Activity: Fish in the River

☾ - Roll [illegible] 2 ◐ - Gain ✪ equal to ◐ rolled +1

[illegible]

C [illegible]



Service: Herb Stall

- 2 ✪ » Blightcap token
- 2 ✪ » Togabane token **! New !**
- 2 ✪ » Voidbloom token **! New !**
- 3 ✪ » Star Lotus token

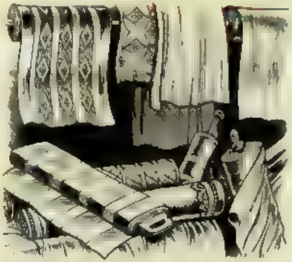
Service: Silks and Curiosities

Quothian silk is perhaps the best-known luxury product in all of Agemonia. Quothian and nihwaqin merchants sell both real silk extracted from the spreaders in Heartwood as well as cheap knock-offs and other fabrics. Silk is sold in rolls and scrolls, and as shirts, tunics, robes, sheets, gloves, and many other forms. The booths nearby also sell other curiosities that might be interesting to people who buy silk.

- 5 ✪ » Silk token

Scenario: The Grove of Death

The first time you visit this location at level 2 » 📖 565



[illegible]

D [illegible]

Service: Weaponsmith

- 5 ✪ » Item card 010 "Dagger"
- 6 ✪ » Item card 015 "Bow"
- 9 ✪ » Item card 008 "Great Axe" **! New !**
- 12 ✪ » Item card 009 "Sword"
- 15 ✪ » Item card 012 "Spear" **! New !**
- 15 ✪ » Item card 016 "Longbow" **! New !**

Service: Armorer

- 5 ✪ » Item card 018 "Wooden Shield"
- 5 ✪ » Item card 021 "Buckler" **! New !**
- 7 ✪ » Item card 019 "Helmet"
- 15 ✪ » Item card 017 "Leather Armor"
- 17 ✪ » Item card 020 "Metal Shield" **! New !**
- 30 ✪ » Item card 022 "Splint Mail" **! New !**

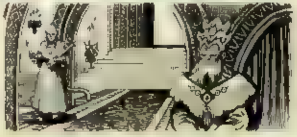
Service: Fletcher

Racks and bundles of arrows and bows [illegible] in all corners of this shop. A locked glass case behind the counter showcases the arrows, with signs displaying the prices and describing the enchantments bound into them.

- 2 ✪ » Item card 060 "Keeneye Arrow"
- 4 ✪ » Item card 062 "Flame Arrow"

[illegible]

E [illegible]



Service: Magical Scrolls

The yellow-robed bare-footed acolytes of the Fifth Eye gather money for the temple through crafts and services. They are adept scroll makers, working with fine quothian silk. Their master, Chegard, is a horatian priestess of the Fifth Eye. She tells you the money you pay for the scrolls is used for research on the devices of the Ancients, which will make life better for all the peoples of Agemonia.

- 3 ✪ » Item card 040 "Scroll of Telekinesis"
- 3 ✪ » Item card 041 "Scroll of Minor Heal"
- 3 ✪ » Item card 042 "Scroll of Lethargy"
- 7 ✪ » Item card 043 "Scroll of Stamina"

Service: Boons

Treatment:

☾ or 2 ✪ » ○ 2 and ● 1

Heal Injury:

☾ or 5 ✪ » Discard 1 Injury card from your Hero.

Disciple's Boon: **! New !**

10 ✪ » Gain 1 Stamina chip for your Hero until the end of the next scenario. Each Hero may only gain this boon once during each City step.

Profession: Inscription

You lower your head and bare your feet at the threshold of the [illegible] of the Fifth Eye as you approach Brother Marton, the blind priest in charge of Inscription. You tell the bearded devotee you would like to learn the art of scroll making.

"May the ancient watch over you," he starts. "To write words of magic on quothian silk you do not need to see with your own eyes. When you join your brothers and sisters in the choral hymn, you can feel the runes inside you. And then... open your fifth eye!"

☾ » 5 ✪ » Inscription Profession card

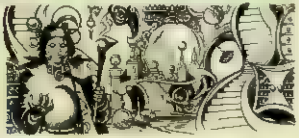
Scenario: Tremors of Barricade Isle

The first time you visit this location at level 2 » 📖 553

[illegible]

F

Riabo's Reliquary



From the outside, this looks like one of the strangest buildings in Runedale, looking like a collection of elaborate bottles. Inside, it is definitely the strangest!

All common sense is gone the moment one enters Riabo's Reliquary, with bookshelves and staircases criss-crossing each other, and even simple concepts like up and down losing all meaning. It is a chaotic, magical, labyrinthine oxymoron of a shop, but nevertheless this is where you go if you want to buy potions or magical artifacts. Leaving Riabo's is like waking up from a weird dream.

Service: Potion Lab

This room is lined with mirrors, or perhaps it is a room inside a mirror. There are mirrored tables and shelves holding bottles and vials of various sizes and colors, repeating and recursing in looking glasses forever. This is Riabo's potion department, and at first it is hard to know if you are reaching for a true potion or just its mirror image. Eventually, you think you get the hang of it, and then you just have to figure out if you have the money to pay for the merchandise.

4 ✪ • **Item card 036 "Togrol's Brawn Elixir"**
4 ✪ • **Item card 037 "Vespir's Grace Elixir"**
4 ✪ • **Item card 038 "Ophlea's Mind Elixir"**
5 ✪ • **Item card 031 "Potion of Stamina"**
6 ✪ • **Item card 032 "Potion of Healing"**

Profession: Alchemy

Riabo's Reliquary is full of odd magicanisms, exotic items, and inexplicable phenomena. Riabo itself is, perhaps, the strangest of all. It is the only si-noq in Runedale, a rare plant-like creature so wrapped in thaumaturgy that its every sentence seems a riddle. Nevertheless, it is friendly and clearly does good business.

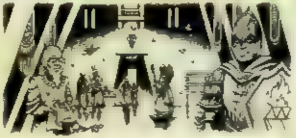
"Oh, Riabo can teach you how to brew potions of your own," it says. "But it is difficult! Specific ingredients are needed and they are in short supply. Don't worry, Riabo will not ask you to go pick flowers or mushrooms. Riabo has enough. If you want, Riabo will show you."

◐ • 5 ✪ • **Alchemy Profession card**

Aye, my daughter tells me [illegible] and she says all the [illegible] there are much [illegible] than Riabo, and always [illegible] in threes [illegible] Riabo is a woman [illegible] her husband [illegible] woman [illegible] bigger. Well, my daughter [illegible] they only have one gender, but I've heard they have three genders. [illegible] only know about those features.

G

Cadfael Fortress



The Amethyst Order is a bank, a guild, a secret society, a corporation, and a state within a state. Their Runedale operations are centered in Cadfael Fortress, bought from House Gramask sixty years ago. Seeing airships arrive in Runedale is a rare occurrence, but when it happens, they invariably land on the roof of Cadfael Fortress. The fortress houses soldiers, collectors, sorcerers, archivists, traders, and a multitude of other professionals. All trade in gems and jewelry, gold, moonsilver, and azure crystals is conducted through the Amethyst Order by decree of House Gramask. Benemite coins no longer carry the faces of arch-mages, but the emblem of the Amethyst Order.

Cadfael Fortress' lobby is filled with Amethyst Order clerks, messenger butterflies, and people with important business. It also includes some shops and workshops open for customers. One of these is a smelter where mineral ore can be turned into metal bars. Another is a gemstone dealer, buying and selling rough gems and crystals. There are also several gem cutters, since the organization was originally a gem cutters' guild.

Service: Refining and Smelting

The heart of the market is the Grand Forge, where many types of scrap metal and ore are refined. Gray and violet robes such as Amethyst Order officials direct people to the blacksmiths that work the smeltery, forge and anvils, and the air is hot and thick with soot and smoke.

0 ✪ • **2 Scrap Metal tokens • Lanium Bar token**
0 ✪ • **3 Scrap Metal tokens • Moonsilver Bar token**
2 ✪ • **Lanium Ore token • Lanium Bar token**
2 ✪ • **Moonsilver Ore token • Moonsilver Bar token**

Service: Mineral Market

Located inside Cadfael Fortress, the Amethyst Order market sells uncut gems, semi-precious stones, and crystals. It buys various ores in bulk from surrounding mines, and carts of moonsilver and lanium are a common sight, feeding into the furnaces of the smelters in the market.

2 ✪ • **Lanium Ore token**
4 ✪ • **Moonsilver Ore token**

Service: Fortress Vault

The vault of Cadfael Fortress offers clandestine, private and secure safekeeping for just about anyone and anything, no questions asked. The vault is rumored to host both family heirlooms and illegal items alike, but the Order is adamant about the privacy of their customers' deposit boxes.

1 ✪ • **Stash an item. It remains stashed until you retrieve it.**

Service: Runesmith

One of the workshops in the Cadfael Fortress belongs to an agurian runesmith. They say his stone body is covered from head to toe with elaborate carvings, but he wears the purple-and-gray robes of the Amethyst Order so it is difficult to be sure. The runesmith can chisel or carve exquisite magical runes which give temporary enchantments to weapons and armor.

4 ✪ • **Item card 055 "Rune of the Beast"**
4 ✪ • **Item card 058 "Rune of the Moons"**

Profession: Runesmithing

Cadfael Fortress' runesmith's workshop is where the agurian master Xaclax practices his craft. The workshop is full of weapons, armor and everyday items, some of which radiate with magical power. Xaclax is of gray stone, but carved with such ornamental sigils, runes and mosaics, that he is like a living painting.

"Many sleeps ago," he says affably, "my master taught me the craft of infusing items with temporary magical properties through carving runes. I will gladly demonstrate my skills."

◐ • 5 ✪ • **Runesmithing Profession card**

Scenario: The Pillar of Blade Thicket

The first time you visit this location at level 2 • 📖 809

Did you know Xaclax was a great mercenary before [illegible] Rumor has it [illegible] he defeated four [illegible] in a fight [illegible] beat them to death with his bare hands.

H [illegible]

Once, the Council of Eight was a vast commercial organization that controlled all trade in Agemonia with their powerful magic. The warlocks have long since lost that financial power but still act as respected sages and advisors to rulers, teach magic to Benemite nobility, and enchant gems into magical essences. Much knowledge may be hidden in their moldy archives, and their halls may be decorated with embroideries of forgotten glory, but these days only students and those with complex otherworldly problems enter the Tower of the White Circle.

The gardens of the tower house some services which the Council of Eight provides for the common folk. Warlocks of lesser ranks sell enchantments, transmute jewels into magical essence, and sell fabulous items. Strange thaumaturgic experiences in the tower create occasional puffs of multi-colored smoke or light. The mood is quite chaotic, but this is the best magical market in the city.

Service: Transmuting

Transmuting is the process of turning magical jewels and crystals into elemental essences. The resulting essences are most often stored in glass globes, to be used later in enchanting or creating new magical items.

2 ★ • **Agura Crystal token • 2 Magic Essence tokens**
2 ★ • **Elemental Jade token • 2 Nature Essence tokens**

Service: Arcane Workshop

The gardens of the tower house some services which the Council of Eight provides for the common folk. Warlocks of lesser ranks sell enchantments, transmute jewels into magical essence, and sell fabulous items.

4 ★ • **Magic Essence token**
4 ★ • **Nature Essence token**
6 ★ • **Spark token**
4 ★ • **Item card 051 "Prismatic Jewel"**
18 ★ • **Item card 015 "Arcane Wand"**

Profession: Enchanting

The Tower of the White Circle is a marvelous place, full of enchantment. You ask about learning to enchant, and are taken to see a korallian Warlock of the Second Circle, Ssiden'n.

You find him kneeling at prayer, repeating the Pledge of Prosperity. After he has finished, he gets up and notices you.

"May you work hard," he says by way of greeting. "You seek to be Disciples of the Circle? You? Well, you have the right to pursue knowledge of the magical essences, but only hard work will be rewarded. If you wish to learn transmutation and enchantment, I am sworn to teach you."

☾ + 5 ★ • **Enchanting Profession card**

Scenario: The Pools of Gnatmarsh

The first time you visit this location at level 2 • 673

J [illegible]

The sounds of partying can be heard a long way off. They come from The Pit, a tavern in the dried-up riverbank. Originally a pattangan bar, it is now visited by lowlifes of all peoples, including mercenaries, robbers, murderers, drug dealers, poisoners, pimps, revolutionaries, and renegades. The Pit is carved into the steep side of the riverbank which is full of terraces, stairs, ladders and makeshift balconies.

Stepping in, a burly boryot bouncer pats you down for weapons or unwanted spying devices, and then lets you inside. The multi-colored smoke coming from a dozen illegal drugs fills your nostrils, and the loud music almost deafens you. A little further in, Madam Yaz'zu, the korallian who runs the bar, is giving orders to two scantily clad pattangan dancers.

Service: Black Market

Criminal types tend to gather in the Pit. Some of them are actual criminals, buying and selling stolen, smuggled, or just plain illegal items. Others just look like they are. Getting past the boryot bouncer, the city guards, and the really dangerous criminals is not easy, and you definitely do not want to seem like a foolhardy tourist, otherwise you will lose your purse or your life. This is the place for buying and selling contraband, but who should you talk to?

To use this service one Hero must spend 1 ★ to:
5 -2 ◆ (Streetwise -1 ◆)
If you have "Snitch" in your Party Journal, you must spend 1 more ★.
Success • You may use this service during this City step.
Fail • You may not use this service during this City step. No Hero may attempt this check again until the next City step.
2 ★ • **Smoke some Bonesmoke**
Add a tally mark to "Bonesmoke" in your Hero Journal and gain an Achievement gem ◆. Each Hero may only gain one Achievement gem from smoking bonesmoke during each City step.
2 ★ • **Snakeroot token**
3 ★ • **Bile token**
4 ★ • **Item card 065 "Snakeroot Sap"**
5 ★ • **Item card 044 "Bonechild Bone"**
5 ★ • **Item card 001 "Thieves' Tools"**
You may sell illegal items here for their sale value.

Profession: Toxicology

The Pit has many underground layers and rooms, some more secret or illegal than others. One of the more secluded ones has a door that says Apothecary. The room's walls are filled with cabinets of strange ingredients and in the center is a desk manned by a bald, bearded nihteegri in a yellow leather apron. This is Walon the White.

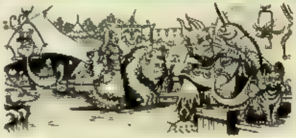
"Heaven protect," Walon says, distracted from his work of mixing powders. "If you focus, you might just learn something about the art of making drugs and poisons."

☾ + 5 ★ • **Toxicology Profession card**

Arena Scenario: The Zlohian Menace

The first time you visit this location at level 2 • 609

K [illegible]



During the War of Liberation, Dastro Gramask conquered Runedale from the pagan noble house that previously ruled over it. The magical war destroyed a whole area of Runedale, and Victory Park was set up on the ruins. These days, the lush trees and braziers provide an atmospheric respite for the citizens of Runedale in which to have discrete romantic entanglements or conduct secret business transactions. There are also frequent shows of dancing togrels, butterfly hunting, and tamed lizards.

Service: Pet Market

Victory Park, south of the Round Market, is home to beasts both physical and ethereal. It is a place where visitors can attune themselves with nature or connect with an animal spirit. In the shade of the trees, there are four-legged spirit beasts, while butterflies are drawn to the flames of the braziers. Some citizens have such creatures as familiars, but it always requires consent from the spirit pet as well.

3 ★ • **Write "Pet Moncoon" in your Party Journal**
6 ★ • **Item card 069 "Gric"**
9 ★ • **Item card 070 "Laewa"**

Service: Pet Training

Training beasts and pets to undertake various tasks, tricks and commands through accelerated magical means. The upside is that the pet learns the trick extremely quickly, while the downside is that when the enchantment fades, the pet will as quickly forget what it was taught.

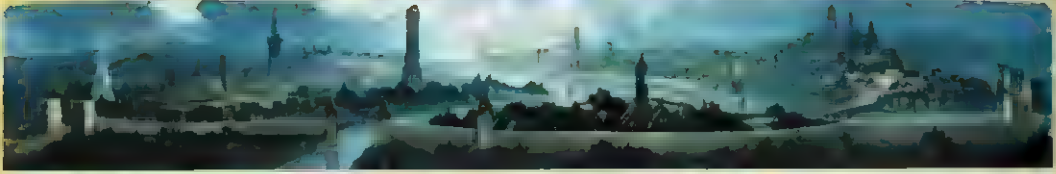
When you train a pet, flip the Pet card over to its trained side until the start of the next City step.
2 ★ • **Train a Gric**
3 ★ • **Train a Laewa**

Profession: Pet Training

Victory Park is known for its statues, braziers, fairs, and the pet market. There are wranglers, breeders, and traders, but there is one trainer above all the rest. The nihteegri woman rides unsaddled on a mighty mountain togrel, wearing leather chaps and a vest, a gric on her shoulder, and a giant ophura butterfly on her hat.

"Heav'n 'n sea protect ya," says Buckaroo Bel with a thick Bekora's Hoist accent as you approach. "Ya fine folk look like ya might wanna learn something about training animals? Whaddaya say? Wanna be tow-grell whisperers like good ol' Buckaroo Bel?"

☾ + 5 ★ • **Pet Training Profession card**



Level 3 - Togrel Month

[illegible] and sunny [illegible] Togrel month [illegible] city of [illegible]. On the first day of the month you witness the Procession of the Fifth Eye. The priests and priestesses march through the city [illegible] artifacts [illegible] by the ancients. The clergy are surrounded by a crowd of [illegible] of the ancients and of the Fifth Eye.

Amongst the onlookers are refugees from Kyther Fort [illegible] which was undergoing a restoration. Apparently the Sable Crown has taken over the [illegible] and [illegible] House Pennark who used to rule it. These wealthy refugees have not taken shelter in the Northgate district, but [illegible] in the wealthy town houses of their family members or business partners.

The [illegible] who study the stars and sciences at the Pinnacle [illegible] superstition [illegible] for reason. The [illegible] but even the [illegible] observe the procession and [illegible] Fifth Eye. Perhaps the [illegible] wisdom about [illegible] Fifth Eye [illegible].

[illegible] the parade when suddenly there [illegible] an explosion at [illegible] Palace. [illegible] tower of the palace [illegible] blown [illegible] smoking ruin and several fires in nearby parts of the palace.

There is [illegible] chaos in the [illegible] but once the dust settles and calm returns, the [illegible]. Many believe it was the Pennarks who blew up the tower. Others blame the Shroud or the Sable Crown and say the [illegible] to keep the [illegible] to all that House Gramask cannot even protect their own domain.

[illegible] begins Togrel month in [illegible].

Available Locations

Ⓐ Ⓑ Ⓒ Ⓓ Ⓔ Ⓕ Ⓖ Ⓗ Ⓙ Ⓚ Ⓛ **! New !**

New World Event card

Add World [illegible] card [illegible]

Suspicious behavior

You spot a [illegible] follow her and see her [illegible] guards and giving them some orders you do not hear. She does not seem to be connected with either the Shroud or the Sable Crown but serving some [illegible] power. When you discover she is staying in Wellyon Pennark's [illegible] house you realize she must be [illegible] a Pennark spy. Could she have been responsible for the explosion at Gramask Palace?

Choose One:

A. [illegible] » **Gain +1 Reputation with House Pennark.**

B. Inform the [illegible] of your suspicions » **Gain +1 Reputation with House Gramask.**

A [illegible]

If you have "Legionary as an Ally" in your Party Journal, you may » 📖 350

If you have "Birdie Stored" in your Party Journal, you may sell Birdie » 📖 350

[illegible]

2 ✪ » Place your Action Selection marker on The Ravenous Guivren on the city map. You do not gain the "disturbed sleep" penalty at the start of the next scenario.

Service: Gambling

If you wish to play Ring of Thieves » 📖 008

Service: Hire Henchman

The first time you visit this service at level 3, reveal the top 2 Henchman cards from the Henchman deck and add them to the stock. Write each of their names in your Party Journal and read each of the Story Book entries shown on their cards. These Henchmen are available for hire.

10 ✪ » Gain a Henchman card until the end of the next scenario. You may only hire one Henchman during each City step.

If the Henchman is exhausted during the scenario » 📖 252

If the Henchman is not exhausted during the scenario » 📖 011

[illegible]

◐ » 5 ✪ » Streetwise Profession card

If you have learned all 5 basic Streetwise Talents:

◐ » 5 ✪ » Streetwise Master Talent card **! New !**

[illegible]

The first time you visit this location after completing scenario 15 "Beacon of Hope":

If Torrax is in your party » 📖 251

Otherwise » 📖 618

B [illegible]

Service: Liana's Leather Goods

3 ✪ » Item card 025 "Small Backpack"

5 ✪ » Item card 027 "Medium Backpack"

7 ✪ » Item card 029 "Large Backpack"

6 ✪ » Item card 026 "Small Backpack (Masterwork)" **! New !**

8 ✪ » Item card 028 "Medium Backpack (Masterwork)" **! New !**

10 ✪ » Item card 030 "Large Backpack (Masterwork)" **! New !**

[illegible] Tools and Equipment [illegible]

2 ✪ » Item card 002 "Torch"

2 ✪ » Item card 005 "Shovel"

2 ✪ » Item card 007 "Crowbar"

3 ✪ » Item card 003 "Pickaxe"

3 ✪ » Item card 004 "Hand Axe"

3 ✪ » Item card 006 "Hook & Rope"

Activity: [illegible]

◐ » Gain 2 ✪

Activity: Fish in the River

◐ » Roll 1 Ⓐ +2 ◑ » Gain ✪ equal to ◑ rolled +1

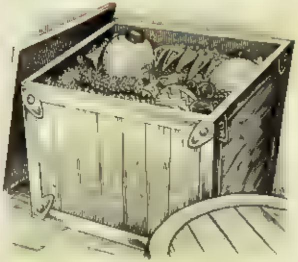
C [illegible]

Service: Herb Stall

2 ✪ - Blightcap token
2 ✪ - Togsbane token
2 ✪ - Voidbloom token
3 ✪ - Star Lotus token
5 ✪ - Wormweed token ! New !
5 ✪ - Ghost Lichen token ! New !
6 ✪ - Moonegg token ! New !
7 ✪ - Gleamroot token ! New !

Service: Silks and Curiosities

5 ✪ - Silk token
7 ✪ - Embroidered Silk token ! New !
6 ✪ - Runic Bone token ! New !



[illegible]

D [illegible]

Service: Weaponsmith

5 ✪ - Item card 010 "Dagger"
6 ✪ - Item card 015 "Bow"
9 ✪ - Item card 008 "Great Axe"
12 ✪ - Item card 009 "Sword"
15 ✪ - Item card 012 "Spear"
15 ✪ - Item card 016 "Longbow"
25 ✪ - Item card 011 "Great Sword" ! New !

Service: Armorer

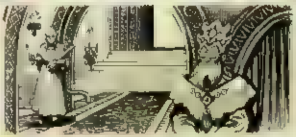
3 ✪ - Item card 018 "Wooden Shield"
5 ✪ - Item card 021 "Buckler"
7 ✪ - Item card 019 "Helmet"
15 ✪ - Item card 017 "Leather Armor"
12 ✪ - Item card 020 "Metal Shield"
25 ✪ - Item card 023 "Large Metal Shield" ! New !
30 ✪ - Item card 022 "Splint Mail"
60 ✪ - Item card 024 "Plate Mail" ! New !

Service: Fletcher

2 ✪ - Item card 060 "Keeneye Arrow"
3 ✪ - Item card 061 "Corrosive Arrow" ! New !
6 ✪ - Item card 062 "Flame Arrow"

[illegible]

E [illegible]



Service: Magical Scrolls

3 ✪ - Item card 040 "Scroll of Telekinesis"
3 ✪ - Item card 041 "Scroll of Minor Heal"
3 ✪ - Item card 042 "Scroll of Lethargy"
7 ✪ - Item card 043 "Scroll of Stamina"
9 ✪ - Item card 044 "Scroll of Healing" ! New !
15 ✪ - Item card 046 "Scroll of Major Heal" ! New !

Service: Boons

Treatment:

☾ or 2 ✪ - ○ 2 and ♥ 1

Heal Injury:

☾ or 3 ✪ - Discard 1 injury card from your Hero

Disciple's Boon:

10 ✪ - Gain 1 Stamina chip for your Hero until the end of the next scenario. Each Hero may only gain this boon once during each City step.

Curing Curses: ! New !

If any Heroes have "Aox Tattoo Cursed" in their Hero Journal, you may - 🟦 080

Profession: Inscription

☾ + 5 ✪ - Inscription Profession card
If you have learned all 5 basic Inscription Talents:
☾ + 5 ✪ - Inscription Master Talent card ! New !

F [illegible]

Service: [illegible]

- 4 ✪ - Item card 036 "Tugen's Brawn Elixir"
- 4 ✪ - Item card 037 "Vespra's Grace Elixir"
- 4 ✪ - Item card 038 "Ophira's Mind Elixir"
- 5 ✪ - Item card 031 "Potion of Stamina"
- 5 ✪ - Item card 034 "Luawa's Leap Elixir" ! New !
- 6 ✪ - Item card 032 "Potion of Healing"
- 6 ✪ - Item card 035 "Fleetfoot Elixir" ! New !

Service: Artifact Room

You realize you are walking upside down, with your feet on the ceiling and your head pointing downwards. This section of the Reliquary [illegible] artifacts and enchanted items, which Riabo is only too happy to show you. It's a dizzying effect, but you manage to clear your head enough to focus.

The first time you visit this service at Level 3, add the 5 Artifact cards shown below to the stock:

- 10 ✪ - Artifact card 01 "Wyrdkin Band"
- 10 ✪ - Artifact card 02 "Shadow Goggles"
- 10 ✪ - Artifact card 03 "Goblet of Thaxo"
- 10 ✪ - Artifact card 04 "Rauka's Wand"
- 10 ✪ - Artifact card 05 "Puzzle Box of Xi-Sal"

Service: Riabo's Puzzles

"Greetings my friends. Listen, I have seen that you are known agile and talented individuals, maybe you can help me with a couple of conundrums."

To read the Expedition Puzzle - 📖 460
To read the Proverb Puzzle - 📖 461

Profession: Alchemy

☾ + 5 ✪ - Alchemy Profession card
If you have learned all 5 basic Alchemy Talents:
☾ + 5 ✪ - Alchemy Master Talent card ! New !

[illegible]

G [illegible]

Service: Refining and Smelting

- 0 ✪ - 2 Scrap Metal tokens = Lanium Bar token
- 0 ✪ - 3 Scrap Metal tokens = Moonsilver Bar token
- 2 ✪ - Lanium Ore token = Lanium Bar token
- 2 ✪ - Moonsilver Ore token = Moonsilver Bar token

Service: Mineral Market

- 2 ✪ - Lanium Ore token
- 4 ✪ - Moonsilver Ore token
- 7 ✪ - Elemental Jade token ! New !

Service: [illegible]

- 4 ✪ - Item card 055 "Rune of the Beast"
- 4 ✪ - Item card 058 "Rune of the Moons"
- 5 ✪ - Item card 056 "Rune of the Snake" ! New !
- 5 ✪ - Item card 057 "Rune of the Tree" ! New !

Service: Fortress Vault

1 ✪ - Choose one of your Hero's Legal Items. That item no longer counts as being carried by your Hero during any City steps.

Profession: Runesmithing

☾ + [illegible] - Runesmithing Profession card
If you have learned all 5 basic Runesmithing Talents:
☾ + 5 ✪ - Runesmithing Master Talent card ! New !

[illegible]

H [illegible]

Service: Transmuting

- 2 ✪ - Agura Crystal token = 2 Magic Essence tokens
- 2 ✪ - Elemental Jade token = 2 Nature Essence tokens
- 2 ✪ - Runic Quartz token = 2 Life Essence tokens ! New !

Service: Arcane Workshop

- 4 ✪ - Magic Essence token
- 6 ✪ - Nature Essence token
- 7 ✪ - Life Essence token ! New !
- 4 ✪ - Item card 051 "Prismatic Jewel"
- 6 ✪ - Spark token
- 9 ✪ - Item card 049 "Cube of Teleportation" ! New !
- 12 ✪ - Item card 050 "Cube of Annihilation" ! New !
- 18 ✪ - Item card 013 "Arcane Wand"
- 30 ✪ - Item card 014 "Arcane Staff" ! New !
- 20 ✪ - 2x Item card 074 "Chest of Relocation" ! New !

Service: Disenchanting

The process of dismantling a magical item, and its binding, dispersal, separating the magical essence into magical gemstones. The process is very delicate and specific, and in Agemon [illegible] the Council of Eight warlocks have so far been the only ones to perfect the technique. The Council supposedly keeps a record of all dismantled objects, a list that is one of the Council's most restricted records.

5 ✪, discard a Rare Item card = Gain a Spark token. Gain Gem and Essence tokens with a total sale value equal to the sale value of the magical Item card. Gem tokens available are: Agura Crystal, Elemental Gem, Elemental Jade, Runic Diamond, Runic Quartz. Essence tokens available are: Life, Magic, Nature.

Profession: Enchanting

☾ + 5 [illegible] - Enchanting Profession card
If you have learned all 5 basic Enchanting Talents:
☾ + 5 ✪ - Enchanting Master Talent card ! New !

Scenario: Sluguale Enigma

The first time you visit this location at level 3: 📖 004

[illegible]

J [illegible]

Service: Black Market

To use this service one Hero must spend 1 ✪ ‧

5 ▣ 2 ◆ (Streetwise +1 ◆)

If you have "Snatch" in your Party Journal, you must spend 1 more ▣.

Success • You may use this service during this City step.

Fail • You may not use this service during this City step. No Hero may attempt this check again until the next City step

- 2 ✪ • Smoke some Bonesmoke
  Add a tally mark to "Bonesmoke" in your Hero Journal and gain an Achievement gem ◆ Each Hero may only gain one Achievement gem from smoking Bonesmoke during each City step
- 2 ✪ • Snakeroot token ●
- 3 ✪ • Bile token ●
- 4 ✪ • Item card 065 "Snakeroot Sap"
- 5 ✪ • Item card 066 "Benacthid Bane"
- 5 ✪ • Item card 067 "Nazag Venom" **! New !**
- 14 ✪ • Item card 071 "Nazag" **! New !**
- 4 ✪ • Train a Nazag **! New !**
  When you train a pet flip the Pet card over to its trained side until the start of the next City step.
- 5 ✪ • Item card 001 "Thieves' Tools"

You may sell illegal items here for their sale value

Service: Merchant of Aek

In [illegible] of the [illegible] room [illegible] where the quothian witch, Hauta, keeps her little shop of horrors, decorated with occult symbols and demon horns. She performs demonologic services of various kinds as well as selling items of [illegible]. Rumor has it that Hauta takes payment in blood and that even the Shroud is afraid of her

- 6 ✪ • Blood Crystal token ●
- 7 ✪ • Death Essence token ●

Profession: Toxicology

- ☾ • 5 ✪ • Toxicology Profession card

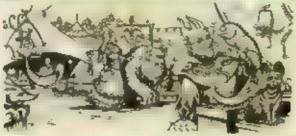
If you have learned all 5 basic Toxicology Talents:

- ☾ • 5 ✪ • Toxicology Master Talent card **! New !**

Arena Scenario: The Great Old One

The first time you visit this location at level 3 • 265

K [illegible]



Service: Pet Market

- 3 ✪ • Write "Fat Moncoon" in your Party Journal
- 6 ✪ • Item card 069 "Gric"
- 9 ✪ • Item card 070 "Luawa"
- 12 ✪ • Item card 072 "Ophira" **! New !**

Service: Pet Training

When you train a pet flip the Pet card over to its trained side until the start of the next City step

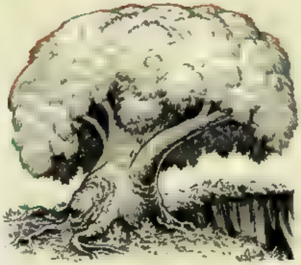
- 2 ✪ • Train a Gric
- 3 ✪ • Train a Luawa
- 4 ✪ • Train an Ophira **! New !**

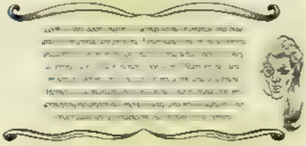
Profession: Pet Training

- ☾ • 5 ✪ • Pet Training Profession card

If you have learned all 5 Basic Pet Training Talents

- ☾ • 5 ✪ • Pet Training Master Talent card **! New !**





L [illegible]

Every Benemite community needs a proper observatory and The Pinnacle is one of the finest. Home to the Cosmographers Guild, it is not only an astronomical tower but also a university, a library and the city archive. The Cosmographers are the scholars of Benemite society, with every powerful family or person having at least one in their employ. They have been around for a long time, but only rose to prominence with the collapse of Benem's pagan religion. They will gladly inform the curious with their knowledge of worldly matters

Service: The Archive Vault

The archive is an ancient repository of gathered knowledge, cataloged, collected and curated by the Cosmographers. The archive is split into three concentric vaults, each containing a cornucopia of information and are each more obscure, esoteric and restricted than the lower vaults. While the Pinnacle is the center of the Cosmographers' power the archive is its collected memory

Visit vault One of the Archive. After paying the fee you are welcome to read through all the basic copies of the Archive of the Cosmographers. Vault One, the outer vault of The Archive, is the largest and most disorganized. The cosmographers allow you to take notes, but making copies using any sort of magic or magicanism is strictly prohibited

2 ✪ • Start a 5 minute timer using whichever method you prefer (the Agemonia Companion App has support for this), then turn to the page in this book shown below. You may also read any Story Book entries you find on that page. You may make notes, but may not take pictures of the page or the Story Book entries. When the timer ends, you must close that page in the Campaign Book and the Story Book. You may not look at that page in the Campaign Book or the entries in the Story Book you found unless you pay for this service again.

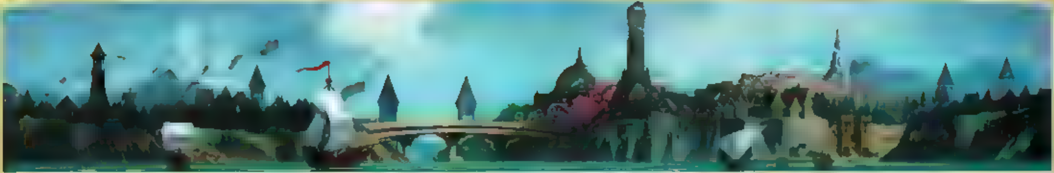
If you have "Library Card" in your Party Journal, you may instead set the timer for 10 minutes.

Turn to page 45

Service: The Archive Shop

The archive shop mainly sells copies of the more well known manuscripts stored in the archive, along with curated folios of collected works, esoteric treatises, star charts of the Benem sky and sometimes even the odd magical tome, all at quite exorbitant prices

- 5 ✪ • Write "Starmap of Benem" in your Party Journal
- 20 ✪ • Item card 102 "Tome of Tiamar"
- 20 ✪ • Item card 103 "Tome of Delion"
- 20 ✪ • Item card 104 "Tome of Selecos"



Level 4 – Agura Month

The heat has caused an unusual amount of thunder in the air as agura month begins in the city of Runedale

Crime gangs are in open war against one another and regular citizens dare not leave their homes alone. The Amethyst Order has focused its attention on the Council of Eight after Council warlocks teleported into the Order's head office in Copperton and overtaken it. Essylit the Unerring claims to know nothing, but Hemet One-Flame is furious. Pennark brigands have started to plunder the countryside and it seems Runedale really is on the verge of collapse

Until today.

You are standing near the Round Market as you watch a magnificent knight riding her togrel into the city. On her shield she bears the snake and the gemstone, the Gramask coat of arms. "That is Star Ursula Gramask," someone whispers behind you.

Star Ursula is followed into Runedale by knights and seasoned warriors, clearly much more capable than her cousins in Runedale

"Heaven protect," speaks Star Ursula to you onlookers. "On this day in the names of the Republic of Benem and House Gramask, under Heaven all-seeing, I announce that all suspects in crimes will be arrested. Should they be found guilty, they will lose their head and tail. All shipments in and out of the city will be inspected. New taxes will be levied. No one is allowed to walk outside after nightfall without official permission. The Shroud, the Sable Crown, and any agents of House Pennark will be arrested upon sight. By the Day of the Living I expect proud Runedalians to be once again living their lives in freedom and safety. Heaven protect!"

You notice several figures in the crowd slowly walking backwards and disappearing into the shadows.

Star Ursula rides on with her retinue to repeat the announcement in Victory Park, Mazurak Plaza, and several other places throughout the city

So begins agura month in Runedale

Party Journal

If you have [illegible]

Available Locations

Ⓐ Ⓑ Ⓒ Ⓓ Ⓔ Ⓕ Ⓖ Ⓗ Ⓙ Ⓚ Ⓛ Ⓜ **! New !**

Suspicious behavior

Before the arrival of Star Ursula, it was obvious Pennark spies had infiltrated Runedale. They are now in hiding, but you have a firm grasp on the comings and goings in the city and know where to find them.

When out and about you discover a map showing the city's fortifications, escape routes, secret tunnels, and weapon stashes. It would be very dangerous in the wrong hands. But where will you take it?

Choose One:

A. *Take the map to the spy, Star Kithla Pennark* »
Gain +1 Reputation with House Pennark.

B. *Take the map to the Gramask [illegible] cartographer [illegible] Skyfern* »
Gain +1 Reputation with House Gramask.

A [illegible]

If you have "Legionary as an Ally" in your Party Journal, you may » 📖 290

If you have "Birdie Stored" in your Party Journal, you may sell Birdie » 📖 350

Service: Rent a Room

5 ✪ » Place your Action Selection marker on The Ravenous Gulveen on the city map. You do not gain the "disturbed sleep" penalty at the start of the next scenario.

[illegible]

If you wish to play King of Thieves » 📖 008

Service: Hire Henchman

The first time you visit this service at level 4, reveal the top 3 Henchman cards from the Henchman deck and add them to the stock. Write each of their names in your Party Journal and read each of the Story Book entries shown on their cards. These Henchman are available for hire. Place the remainder of the Henchman deck back in the archive

12 ✪ » Gain a Henchman card until the end of the next scenario. You may only hire one Henchman during each City step.

If the Henchman is exhausted during the scenario » 📖 252

If the Henchman is not exhausted during the scenario » 📖 011

Profession: Streetwise

☾ » 6 ✪ » Streetwise Profession card

If you have learned all 5 basic Streetwise Talents:

☾ » 6 ✪ » Streetwise Master Talent card

[illegible]

The first time you visit this location at level 4:

If you have "Sided with the Sable Crown" in your Party Journal »
📖 [illegible]

B [illegible]

Service: Liana's Leather Goods

4 ✪ » Item card 025 "Small Backpack"
6 ✪ » Item card 027 "Medium Backpack"
8 ✪ » Item card 029 "Large Backpack"
7 ✪ » Item card 026 "Small Backpack (Masterwork)"
10 ✪ » Item card 028 "Medium Backpack (Masterwork)"
12 ✪ » Item card 030 "Large Backpack (Masterwork)"

Service: Tools and Equipment Shop

3 ✪ » Item card 002 "Torch"
3 ✪ » Item card 005 "Shovel"
3 ✪ » Item card 007 "Crowbar"
4 ✪ » Item card 003 "Pickaxe"
6 ✪ » Item card 004 "Hand Axe"
4 ✪ » Item card 006 "Hook & Rope"

Activity: Work on the Docks

☾ » Gain 2 ✪

Activity: Fish in the River

☾ » Roll 1 ◐ +2 ◐ » Gain ✪ equal to ◐ rolled +1

C [illegible]

Service: [illegible]

5 ✪ » Blightcap token
3 ✪ » Togsbane token
5 ✪ » Voldhoom token
4 ✪ » Star Lotus token
4 ✪ » Wormweed token
6 ✪ » Ghost Lichen token
8 ✪ » Gleamroot token
7 ✪ » Moonegg token

Service: [illegible]

6 ✪ » Silk token
8 ✪ » Embroidered Silk token
12 ✪ » Enchanted Silk token **! New !**
7 ✪ » Runic Bone token
11 ✪ » Serupod Sucker token **! New !**

[illegible]

D [illegible]

Service: Weaponsmith

6 ✪ » Item card 010 "Dagger"
7 ✪ » Item card 015 "Bow"
10 ✪ » Item card 008 "Great Axe"
14 ✪ » Item card 009 "Sword"
17 ✪ » Item card 012 "Spear"
17 ✪ » Item card 016 "Longbow"
28 ✪ » Item card 011 "Great Sword"

Service: Armorer

4 ✪ » Item card 018 "Wooden Shield"
6 ✪ » Item card 021 "Buckler"
8 ✪ » Item card 019 "Helmet"
17 ✪ » Item card 017 "Leather Armor"
14 ✪ » Item card 020 "Metal Shield"
28 ✪ » Item card 023 "Large Metal Shield"
34 ✪ » Item card 022 "Splint Mail"
45 ✪ » Item card 024 "Plate Mail"

Service: Fletcher

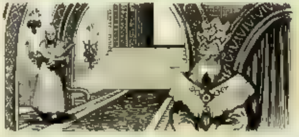
1 ✪ » Item card 060 "Keeneye Arrow"
4 ✪ » Item card 061 "Corrosive Arrow"
5 ✪ » Item card 062 "Flame Arrow"
6 ✪ » Item card 063 "Frost Arrow" **! New !**
13 ✪ » Item card 064 "Heartseeker Arrow" **! New !**

Voidrender

If you have "Voidrender Hilt" and "Voidrender Blade" in your Party Journal » 📖 176

[illegible]

E [illegible]



Service: Magical Scrolls

4 ✪ » Item card 040 "Scroll of Teseknesis"
6 ✪ » Item card 041 "Scroll of Minor Heal"
4 ✪ » Item card 042 "Scroll of Lethargy"
8 ✪ » Item card 043 "Scroll of Stamina"
10 ✪ » Item card 044 "Scroll of Healing"
11 ✪ » Item card 045 "Scroll of Banishment" **! New !**
17 ✪ » Item card 046 "Scroll of Major Heal"
26 ✪ » Item card 048 "Scroll of Resurrection" **! New !**

Service: [illegible]

Treatment:

☾ or 3 ✪ » ○ 2 and ● 1.

Heal Injury:

☾ or 4 ✪ » Discard 1 Injury card from your Hero

Disciple's Boon:

12 ✪ » Gain 1 Stamina chip for your Hero until the end of the next scenario. Each Hero may only gain this boon once during each City step.

Champion's Boon: **! New !**

[illegible]

12 ✪ » Gain 1 Inspiration gem ●. If you do not use it during the next scenario, discard it.

Curing Curses: **! New !**

If any Heroes have "Axe Tattoo: Cursed" in their Hero Journal, you may » 📖 080

Profession: Inscription

☾ + 6 ✪ » Inscription Profession card

If you have learned all 5 basic Inscription Talents:

☾ + 6 ✪ » Inscription Master Talent card

Scenario: The Summoning

The first time you visit this location at level 4 » 📖 796

Procession of the Artifact

Every day during [illegible] month, the cult of the Fifth Eye holds a procession through Runedal.

See p. 47

F

Service: Potion Lab

- 5 ✪ • Item card 036 "Togrel's Brawn Elixir"
- 5 ✪ • Item card 037 "Vespir's Grace Elixir"
- 5 ✪ • Item card 038 "Ophira's Mind Elixir"
- 6 ✪ • Item card 031 "Potion of Stamina"
- 6 ✪ • Item card 034 "Luawa's Leap Elixir"
- 7 ✪ • Item card 032 "Potion of Healing"
- 7 ✪ • Item card 035 "Fleetfoot Elixir"
- 9 ✪ • Item card 039 "Draught of Vetis" ! New !
- 12 ✪ • Item card 033 "Elixir of Healing" ! New !

Service: Artifact Room

The first time you visit this service at Level 3, add the remaining 5 Artifact cards in the archive to the stock.

- 12 ✪ • Artifact card 01 "Wyldkin Band"
- 12 ✪ • Artifact card 02 "Shadow Goggles"
- 12 ✪ • Artifact card 03 "Goblet of Thaxo"
- 12 ✪ • Artifact card 04 "Rakka's Wand"
- 12 ✪ • Artifact card 05 "Puzzle Box of Xi'Sai"
- 12 ✪ • Artifact card 06 "Staff of Phaedra" ! New !
- 12 ✪ • Artifact card 07 "High Celestor's Robes" ! New !
- 12 ✪ • Artifact card 08 "Aun Tear" ! New !
- 12 ✪ • Artifact card 09 "Aox Flask" ! New !
- 12 ✪ • Artifact card 10 "Figurine of Lanimora" ! New !

Service: Mian's Puzzles

- To read the Expedition Puzzle • 460
- To read the Proverb Puzzle • 461
- To read the Xi-Noq Puzzle • 560 ! New !
- To read the Bracelet Puzzle • 998 ! New !

Profession: Alchemy

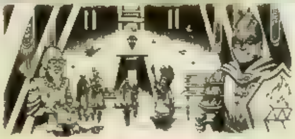
- 6 ✪ • Alchemy Profession card

If you have learned all 5 basic Alchemy Talents

- • 6 ✪ • Alchemy Master Talent card

My [illegible] tried to steal a demonic artifact from the [illegible] magic shop. Estelle caught her and used [illegible] on her, making her as small as a [illegible]. I'll never set foot in the Reliquary myself [illegible] still small [illegible] turn her back [illegible], which is a relief [illegible] still haven't found a way to explain to mother what happened.

G



Service: Refining and Smelting

- 1 ✪ • 2 Scrap Metal tokens • Lanium Bar token
- 1 ✪ • 3 Scrap Metal tokens • Moonsilver Bar token
- 3 ✪ • Lanium Ore token • Lanium Bar token
- 3 ✪ • Moonsilver Ore token • Moonsilver Bar token

Service: Mineral Market

- 5 ✪ • Lanium Ore token
- 5 ✪ • Moonsilver Ore token
- 8 ✪ • Elemental Jade token
- 8 ✪ • Agura Crystal token ! New !

Service: Runesmith

- 5 ✪ • Item card 055 "Rune of the Beast"
- 5 ✪ • Item card 056 "Rune of the Moons"
- 6 ✪ • Item card 054 "Rune of the Snake"
- 6 ✪ • Item card 057 "Rune of the Tree"
- 11 ✪ • Item card 058 "Rune of the Spider" ! New !
- 11 ✪ • Item card 059 "Rune of the Star" ! New !

Service: Fortress Vault

- 2 ✪ • Stash an Item. It remains stashed until you retrieve it.

Service: Gemcutter

Gem cutting is a process where [illegible] use [illegible] to polish and perfect rough magical gemstones into finalized gems. Elemental Jade can be perfected into prismatically glimmering elemental gems bound with Feron magic. Runic Quartz is carefully perfected into a runic diamond, taking care not to break the runic bound within. Glowing with Aun magic, Runic Diamonds also act as sources of light.

- 5 ✪ • Elemental Jade token • Elemental Gem token
- 10 ✪ • Runic Quartz token • Runic Diamond token

Profession: Runesmithing

- 6 ✪ • Runesmithing Profession card

If you have learned all 5 basic Runesmithing Talents

- • 6 ✪ • Runesmithing Master Talent card

[illegible] what is happening at [illegible]

And [illegible] happening that we're aware of.

[illegible]

Perhaps you should investigate the matter yourself, High [illegible].

H

Service: Transmuting

- 3 ✪ • Agura Crystal token • 2 Magic Essence tokens
- 3 ✪ • Elemental Jade token • 2 Nature Essence tokens
- 3 ✪ • Runic Quartz token • 2 Life Essence tokens

Service: Arcane Workshop

- 5 ✪ • Magic Essence token
- 5 ✪ • Nature Essence token
- 6 ✪ • Life Essence token
- 5 ✪ • Item card 051 "Prismatic Jewel"
- 7 ✪ • Spark token
- 10 ✪ • Item card 049 "Cube of Teleportation"
- 14 ✪ • Item card 050 "Cube of Annihilation"
- 20 ✪ • Item card 013 "Arcane Wand"
- 25 ✪ • Item card 114 "Puzzle Box of Mian" ! New !
- 34 ✪ • Item card 014 "Arcane Staff"
- 35 ✪ • 2x Item card 074 "Chest of Relocation"

Service: Disenchanting

- 6 ✪ • discard a magical Item card • Gain a Spark token

Gain Gem and Essence tokens with a total sale value equal to the sale value of the magical Item card. Gem tokens available are Agura Crystal, Elemental Gem, Elemental Jade, Runic Diamond, Runic Quartz. Essence tokens available are Life, Magic, Nature.

Profession: Enchanting

- • 6 ✪ • Enchanting Profession card

If you have learned all 5 basic Enchanting Talents

- • 6 ✪ • Enchanting Master Talent card

[illegible]

J [illegible]

Service: Black Market

To use this service one Hero must spend 2 ✪ to:
5 +2 (Streetwise +1)
If you have "Snitch" in your Party Journal, you must spend 1 more ✪.
Success • You may use this service during this City step.
Fail • You may not use this service during this City step. No Hero may not attempt this check again until the next City step.

- 5 ✪ • Smoke some Bonesmoke
  Add a tally mark to "Bonesmoke" in your Hero Journal and gain an Achievement gem. Each Hero may only gain one Achievement gem from smoking bonesmoke during each City step.
- 11 ✪ • Eat a Dream Egg **! New !**
  [illegible]
  Gain an Inspiration gem. Each Hero may only gain one Inspiration gem from eating a dream egg during each City step.
- 5 ✪ • Snakeroot token
- 4 ✪ • Bile token
- 5 ✪ • Item card 065 "Snakeroot Sap"
- 6 ✪ • Item card 066 "Benaethid Bane"
- 6 ✪ • Item card 067 "Nazag Venom"
- 12 ✪ • Item card 068 "Void Extract" **! New !**
- 16 ✪ • Item card 071 "Nazag"
- 5 ✪ • Train a Nazag
  When you train a pet, flip the Pet card over to its trained side until the start of the next City step.
- 6 ✪ • Item card 001 "Thieves' Tools"

You may sell illegal items here for their sale value.

Service: [illegible]

- 7 ✪ • Blood Crystal token
- 8 ✪ • Death Essence token
- 12 ✪ • Demon Eye token **! New !**

Profession: Toxicology

+ 6 ✪ • Toxicology Profession card
If you have learned all 5 basic Toxicology Talents:
+ 6 ✪ • Toxicology Master Talent card

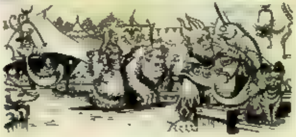
Scenario: The Day of the [illegible]

The first time you visit this location at level 4:
If you have "Sided with the Shroud" in your Party Journal:
» 299

Arena Scenario: The Magical [illegible]

The first time you visit this location at level 4 » 1032

K [illegible]



Service: Pet Market

- 4 ✪ • Write "Fat Mooncoon" in your Party Journal.
- 7 ✪ • Item card 069 "Gric"
- 10 ✪ • Item card 070 "Luawa"
- 14 ✪ • Item card 072 "Ophira"
- 18 ✪ • Item card 073 "Aramin" **! New !**
- 12 ✪ • Item card 051 "Obsidian Figurine" **! New !**
- 14 ✪ • Item card 052 "Jade Figurine" **! New !**

Service: Pet Training

When you train a pet, flip the Pet card over to its trained side until the start of the next City step.

- 3 ✪ • Train a Gric
- 4 ✪ • Train a Luawa
- 5 ✪ • Train any other pet except Nazag **! New !**

Profession: Pet Training

+ 6 ✪ • Pet Training Profession card
If you have learned all 5 Basic Pet Training Talents:
+ 6 ✪ • Pet Training Master Talent card

L [illegible]

Vault Two, the middle layer of the archive, contains more curated knowledge than the outer vault, although a lot of the information is fragmented. Access is restricted to scholars and those who can afford the rates.

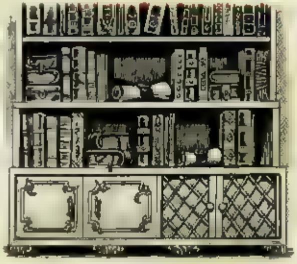
Service: The Archive Vault

Start a 5 minute timer using whichever method you prefer (the Agemonia Companion App has support for this), then turn to one of the pages in this book shown below. You may also read any Story Book entries you find on that page. You may make notes, but may not take pictures of the page or the Story Book entries. When the timer ends, you must close the Campaign Book and the Story Book. You may not look at that page in the Campaign Book or the entries in the Story Book you found unless you pay for this service again.
If you have "Library Card" in your Party Journal, you may instead set the timer for 10 minutes.

- 5 ✪ • Turn to page 43 (Vault 1)
- 3 ✪ • Turn to page 44 (Vault 2) **! New !**

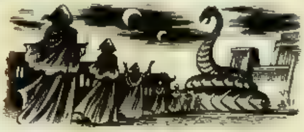
Service: The Archive Shop

- 6 ✪ • Write "Starmap of Benein" in your Party Journal
- 23 ✪ • Item card 102 "Tome of Tlattar"
- 23 ✪ • Item card 103 "Tome of De'inn"
- 23 ✪ • Item card 104 "Tome of Selecos"



[illegible] Skyford Ruins.

M [illegible]



The plaza is dominated by a giant moonsilver snake representing the old pagan goddess of chaos and death. They say it is older than the city itself, perhaps built by the Ancients who already venerated the old goddesses. Snake is also the symbol of House Gramask, and some say this statue is the reason they managed to conquer the city long ago. The invading troops hid inside the statue, and it burnt the defending soldiers by breathing fire.

Service: Aoxcraft

Dangerous, forbidden and illegal, aoxcraft is still practiced by some, especially during trying times. The prayers and rituals are whispered throughout the populace, murmured in taverns, and spat out from the corner of mouths of discontent citizens and desperate individuals who feel they have been let down by their people, government, or family.

Death Essence Ritual:

In this ritual, one sacrifices their own life force, spilling their blood on a blood crystal while chanting a prayer to Mazurak, creating a death essence from the offering.

Suffer 2 ♥ damage • discard a Blood Crystal token • Gain a Death Essence token

Service: Boons

Voice a prayer to Mazurak and sacrifice one's lifeblood, and sometimes more, to grant a blessing from the god.

Mazurak's Boon:

Spilling some of one's own blood and whispering a prayer to Mazurak grants the individual Mazurak's Boon. The supplicant feels the power of the god filling their body, empowering their very essence with a fraction of Mazurak's might.

Suffer 1 ♥ damage • Gain an Achievement gem ◆ Each Hero may only gain one Achievement gem from this boon during each City map.

Speak to a Cosmographer Map-maker

A traveling cosmographer has set up a tent here in Mazurak Plaza. In the middle of the tent is a folding table on which several maps have been spread.

"Heaven protect," the young cosmographer says. She is dressed in a traveling cloak and boots, and her fingers are stained with ink. "I am sent here to inform the public on why Benem is the center of Agemonia. Would you like to take a look at this world map?"

A cosmographic look upon Agemonia. An abbreviation

Cosmographers have measured lands far and wide and consulted the stars. They now agree that the center of Agemonia is Ambergate in the Republic of Benem.

Nowhere is this as evident as in the customs of the different peoples inhabiting our world, for the further they are from Ambergate, the more alien the people and the queerer their culture.

The Republic of Benem

Let us first take a look at Benem itself, inhabited mostly by nihteegri who are proportionate in their physique and sensible in their outlook on life. They have almost completely abandoned superstition in favor of science and the guidance of the stars.

The names of cities close to Ambergate evoke the trusty feeling of good Benemite life: places such as Orrery Hill, Runedale, Waneford, Battergale, and, of course, the capital Starhaven. Starhaven is undoubtedly the greatest city in Agemonia, famously built on ruins of the Ancients. The keechwood forests teem with wild packs of togrel and the memory of the guivrens nesting in the mountains still lives.

The island principality of Mossport never joined the Republic, but culturally the nihteegri there share most of the values of the Benemites. The major difference is they have not abandoned the superstitions of our common ancestors, but still tolerate the pagan religion.

The Lands and Seas to the South

Bekoras Hoist and Shiver Retreat are also independent city states, but controlled by a strange alliance of nihteegris and korallians.

The further south one goes, the more korallian worship of wealth takes prevalence. In the Thalassocracy of Zheebul this is the prevailing religion.

Of all the korallian cities Sinkerton is the only one accessible to nihteegri. Sharzh'su Vachz and Vann'ti Shan'n'aiz are completely underwater and offer no respite for us whom the korallians derogatively dub larva peoples. Their monster gods are known to live in these cities.

The Lands to the North

To the north are old nihteegri towns now controlled by the Amethyst Order, the most prominent of these being the largest and wealthiest city in Agemonia, Copperton.

It is surrounded by the wilds where five tribes of pattangans feud amongst themselves. A good thing, too, for combined, the strength of the clans could even rival that of the Republic of Benem itself! The most notable of these is Ban'Daryan Hebath, the moving city which is built on the backs of a huge caravan of gargantuan lizards the locals call gunbantars.

To the east, beyond Copperton, are the arboreal labyrinths of the quothians. Their realm is called Heartwood. The most significant of the quothians treetop towns is the capital Marrowdeep. The tree dwellings are connected by a network of rope bridges, teleporters, and flying beasts.

The Mountain Peoples

Far to the north-east are the Veral Mountains. At the foot of the mountains, the shores, and valleys, and even inside the mountains live the boryoti.

Historically the hairy, antlered boryoti lived in a shared economy without kings or queens, where the tribe gave to each boryot according to their need and took from each according to their ability. Such experiments are bound to fail as was evidenced by the Megeian Empire conquering many of their lands. Now, the boryot towns Gorskow and Sholek are under Megeian occupation, their undermountain holy town Velek overrun by monsters, and the rest sure to fall soon. Other than that, not much is known of the boryot.

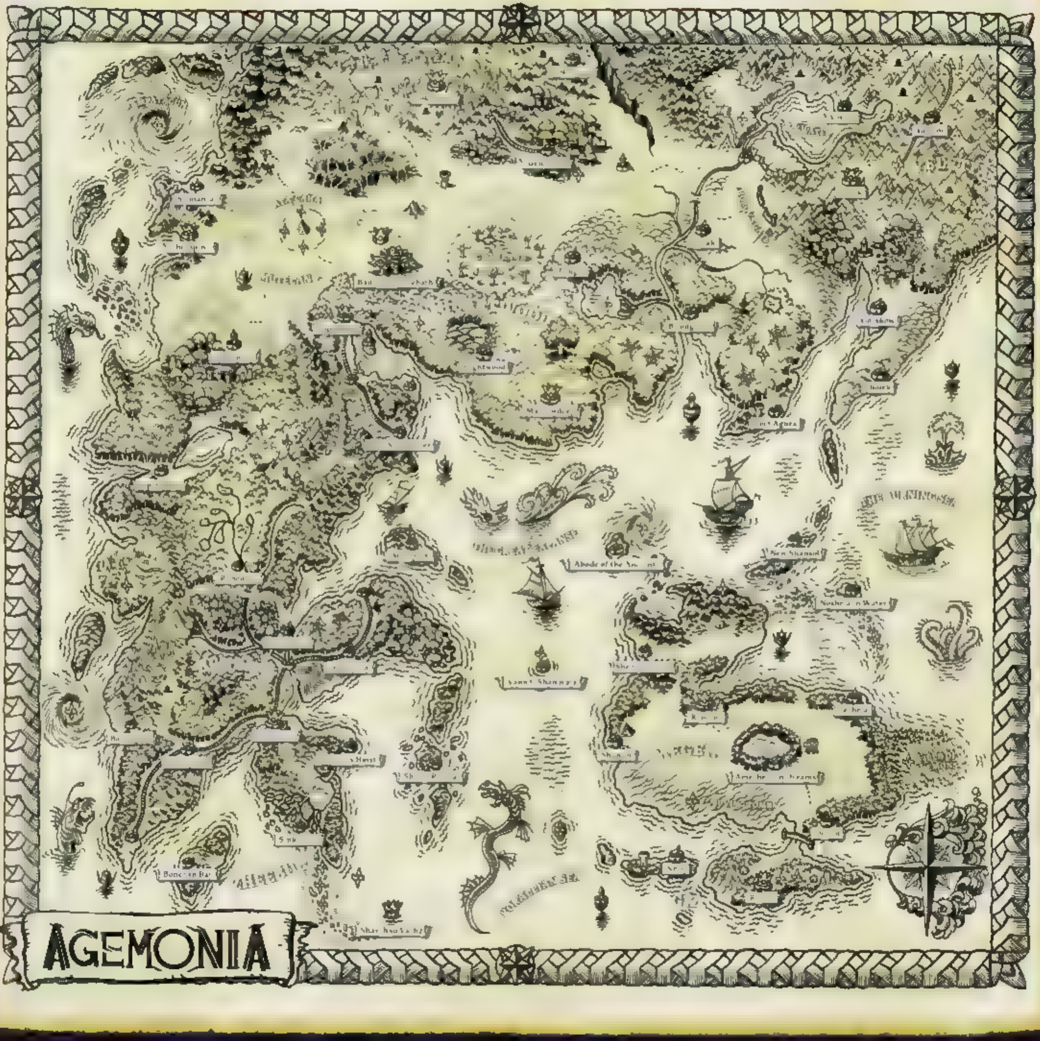
Another mountain people, and far more respectable, are the agurians. They live in mountains closer to Benem and once even in the Reflection Range. Agurians live in underground cities such as Lok Turan and Lok Omox, known for their great halls and endless corridors. One of their ages-old towns, Lok Torr, has been lost and not even the agurians remembers its location.

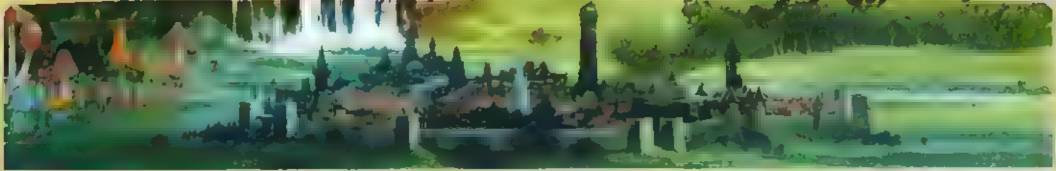
The Distant Lands

The islands of Megeia and Giz are geographically closer to Benem than boryoti lands, but separated by the Dread Expanse, a vast ocean inhabited only by korallians. However, the fleets of Megeia, Benem and the Amethyst Order routinely patrol the ocean.

Little is known of the xi-noq of Giz, and even their travelers, merchants, or diplomats are very rarely seen in Benem. Ri-Giz and Nniq are their biggest towns, and sometimes curious magical items end up in Benemite bazaars that are said to be made by the xi-noq.

Their ignisaur neighbors are much better known, for the Megeian Empire rivals only the Republic of Benem in its military and commercial might. Much of Megeian land is either volcanic or desert, cities obviously built around oases or near rivers and the coast. Their large and foreboding cities bare names such as Shemet an Fire, New Shansol, and the capital Kruesol known for its pyramids and temples.


AGEMONIA



Level 5 - Bightcap Month

Leaves of red, yellow, and purple float in the air as Bightcap month begins in the city of Runedale.

The Martial law imposed by Star Ursula Gramask has not been easy on Runedale but at least there is less crime. Even so, during the past weeks you have heard rumors of House Pennark moving an army of monsters toward Mossport, a free town situated on an island to the east. Monsters perhaps sold to them by the Amethyst Order.

There has been an open confrontation between the Amethyst Order and the Council of Eight, which ended with Hemet One-Flame threatening to sacrifice Essylt the Unerring to the Burning Sun. Essylt was unphased and merely replied with a cold, "Remember Hemet, unlike me, you are not unerring."

But today such petty disputes are pushed to the side as a huge army marches up to the gates of Runedale. Red skulls, mercenaries, and monsters, all bearing the coat of arms of House Pennark.

Star Ursula Gramask and her soldiers try to defend the city, but to no avail. The gates are broken and the Pennarks march in, killing any who dare oppose them. Star Ursula withdraws into the palace with her retinue, barring the doors for their last stand.

Once the fighting is over, a Pennark knight rides her togrel around the city declaring the new laws: "Heaven protect Runedalians. I am Star Katna Pennark. On this day in the names of the Republic of Beneon and House Pennark, under Heaven's all-seeing, I announce all Gramasks and their supporters traitors to the Republic. Shops and markets will be restricted in selling most magical wares only to the Pennark soldiers who now protect Runedale. Traitors and criminals will lose their head and tail. Heaven protect!"

So begins bightcap month in Runedale.

Party Journal

If you have "Library Card" in your Party Journal, cross it out.

Available Locations

[illegible]

Cosmographer Gishley

You spot cosmographer Gishley Skyfford lurking in the shadows of Northgate District. He is Star Gramask's adjutant... Or at least he used to be. Who is he working for now? You follow him around and discover Cosmographer Gishley is visiting a secret stash full of weapons and paint cans. He is clearly a part of the resistance against the Pennarks.

Choose One:

A. Inform Star Katna Pennark of your suspicions ▸ Gain +1 Reputation with House Pennark.

B. Mention to him more carefully and promise to have his back ▸ Gain +1 Reputation with House Gramask.

Scenario: The Mansion of Broken Hearts

▸ 825

A [illegible]

If you have "Legionary as an Ally" in your Party Journal, you may ▸ 250

If you have "Birdie Stored" in your Party Journal, you may sell Birdie ▸ 350

Service: [illegible]

3 ✪ ▸ Place your Action Selection marker on The Raven's Cavern on the city map. You do not gain the "disturbed sleep" penalty at the start of the next scenario.

Service: Gambling

If you wish to play King of Thieves ▸ 008

Service: [illegible]

The first time you visit this service at level 5, reveal the final 2 Henchman cards from the Henchman deck and add them to the stock. Write each of their names in your Party Journal and read each of the Story Book entries shown on their cards. These Henchman are available for hire.

12 ✪ ▸ Gain a Henchman card until the end of the next scenario. You may only hire one Henchman during each City step.

If the Henchman is exhausted during the scenario ▸ 252

If the Henchman is not exhausted during the scenario ▸ 011

Profession: Streetwise

☾ + 6 ✪ ▸ Streetwise Profession card

If you have learned all 5 basic Streetwise Talents:

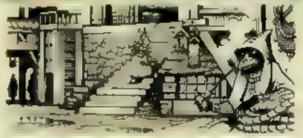
☾ + 6 ✪ ▸ Streetwise Master Talent card

Scenario: The Cursed Sepulcher

The first time you visit this location at level 5 ▸ 822

[illegible]

B [illegible]



Service: Liana's Leather Goods

4 ✪ ▸ Item card 025 "Small Backpack"
6 ✪ ▸ Item card 027 "Medium Backpack"
8 ✪ ▸ Item card 029 "Large Backpack"
7 ✪ ▸ Item card 026 "Small Backpack (Masterwork)"
10 ✪ ▸ Item card 028 "Medium Backpack (Masterwork)"
12 ✪ ▸ Item card 030 "Large Backpack (Masterwork)"

Service: Tools and Equipment Shop

4 ✪ ▸ Item card 002 "Torch"
3 ✪ ▸ Item card 005 "Shovel"
3 ✪ ▸ Item card 007 "Crowbar"
6 ✪ ▸ Item card 003 "Pickaxe"
6 ✪ ▸ Item card 004 "Hand Axe"
6 ✪ ▸ Item card 006 "Hook & Rope"

Activity: [illegible]

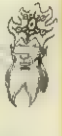
☾ ▸ Gain 2 ✪

Activity: Fish in the River

☾ ▸ Roll 1 +2 ◐ ▸ Gain ✪ equal to ◐ rolled +1

[illegible]

[illegible]



On that we are agreed.

C Round Market

Service: Herb Stall

3 ✪ - Brightcap token
3 ✪ - Togsbane token
3 ✪ - Voidbloom token
4 ✪ - Star Lotus token
4 ✪ - Wormweed token
6 ✪ - Ghost Lichen token
8 ✪ - Creamroot token
7 ✪ - Moonegg token

Service: Silks and Curiosities

6 ✪ - Silk token
8 ✪ - Embroidered Silk token
12 ✪ - Enchanted Silk token
7 ✪ - Rune Bone token
11 ✪ - Serupod Sucker token

Remember when the [illegible] before the Pennarks [illegible] [illegible] [illegible] They [illegible] [illegible] [illegible] I thank my [illegible] are here!

D [illegible]

Service: Weaponsmith

6 ✪ - Item card 010 'Dagger'
7 ✪ - Item card 015 'Bow'
10 ✪ - Item card 008 'Great Axe'
14 ✪ - Item card 009 'Sword'
17 ✪ - Item card 012 'Spear'
17 ✪ - Item card 016 'Longbow'
28 ✪ - Item card 011 'Great Sword'

Service: Armorer

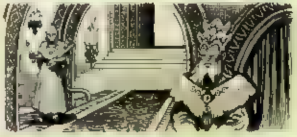
4 ✪ - Item card 018 'Wooden Shield'
6 ✪ - Item card 021 'Buckler'
8 ✪ - Item card 019 'Helmet'
17 ✪ - Item card 017 'Leather Armor'
14 ✪ - Item card 020 'Metal Shield'
28 ✪ - Item card 023 'Large Metal Shield'
34 ✪ - Item card 022 'Splint Mail'
45 ✪ - Item card 024 'Plate Mail'

Service: Fletcher

To use this service you must have with House Pennark or with the Sable Crows.

3 ✪ - Item card 060 'Keeneye Arrow'
4 ✪ - Item card 061 'Corrosive Arrow'
5 ✪ - Item card 062 'Flame Arrow'
6 ✪ - Item card 063 'Frost Arrow'
15 ✪ - Item card 064 'Heartseeker Arrow'

E [illegible]



Service: Magical Scrolls

To use this service you must have with House Pennark or with the Cult of the Fifth Eye.

6 ✪ - Item card 040 'Scroll of Telekinesis'
6 ✪ - Item card 041 'Scroll of Minor Heal'
6 ✪ - Item card 042 'Scroll of Lethargy'
8 ✪ - Item card 043 'Scroll of Stamina'
10 ✪ - Item card 044 'Scroll of Healing'
[illegible] ✪ - Item card 065 'Scroll of Banishment'
17 ✪ - Item card 066 'Scroll of Major Heal'
27 ✪ - Item card 068 'Scroll of Resurrection'

[illegible]

Treatment:

☾ or 3 ✪ - ✪ x and ✪ 1

Heal Injury:

☾ or 4 ✪ - Discard 1 Injury card from your Hero.

Champion's Boon:

12 ✪ - Gain 1 Inspiration gem. If you do not use it during the next scenario, discard it.

Curing Curses:

If any Heroes have 'Aon Tattoo Cursed' in their Hero Journal, you may ➝ 080

Profession: Inscription

☾ + 6 ✪ - Inscription Profession card
If you have learned all 5 basic Inscription Talents:
☾ + 6 ✪ - Inscription Master Talent card

[illegible] the Ancients [illegible] Brother Marr [illegible] Temple of the Fifth Eye [illegible] the Ancients [illegible] a great [illegible] powerful and [illegible] the headquarters of a [illegible] the Fifth Eye [illegible]

F [illegible]

Service: Potion Lab

To use this service you must have ▲ with House Fennark.

- 5 ✪ » Item card 036 "Togret's Brawn Elixir"
- 5 ✪ » Item card 037 "Vespira's Grace Elixir"
- 5 ✪ » Item card 038 "Ophira's Mind Elixir"
- 6 ✪ » Item card 031 "Potion of Stamina"
- 6 ✪ » Item card 034 "Luawa's Leap Elixir"
- 7 ✪ » Item card 032 "Potion of Healing"
- 7 ✪ » Item card 035 "Fleetfoot Elixir"
- 9 ✪ » Item card 039 "Draught of Vesh"
- 12 ✪ » Item card 033 "Elixir of Healing"

Service: Artifact Room

- 12 ✪ » Artifact card 01 "Wyrdk'n Bane"
- 12 ✪ » Artifact card 02 "Shadow Goggles"
- 12 ✪ » Artifact card 03 "Goblet of Thaxo"
- 12 ✪ » Artifact card 04 "Rakka's Wand"
- 12 ✪ » Artifact card 05 "Puzzle Box of Xi Sal"
- 12 ✪ » Artifact card 06 "Staff of Phaedra"
- 12 ✪ » Artifact card 07 "High Celestor's Robes"
- 12 ✪ » Artifact card 08 "A-un Tear"
- 12 ✪ » Artifact card 09 "Box Flask"
- 12 ✪ » Artifact card 10 "Figurine of Lanimora"

Service: Riabo's Puzzles

- To read the Expedition Puzzle » 📖 460
- To read the Proverb Puzzle » 📖 462
- To read the Xi Noq Puzzle » 📖 560
- To read the Bracelet Puzzle » 📖 996
- To read the Star Map Puzzle » 📖 197 **! New !**
- To read the Teleporter Puzzle » 📖 318 **! New !**

Profession: Alchemy

☾ 6 ✪ » Alchemy Profession card

If you have learned all 5 basic Alchemy Talents:

☾ + 6 ✪ » Alchemy Master Talent card

People in positions of power should be wary in their [illegible]

G [illegible]

Service: Refining and Smelting

- 1 ✪ » 2 Scrap Metal tokens » Lantum Bar token
- 1 ✪ » 3 Scrap Metal tokens » Moonsilver Bar token
- 3 ✪ » Lantum Ore token » Lantum Bar token
- 3 ✪ » Moonsilver Ore token » Moonsilver Bar token

Service: Mineral Market

- 3 ✪ » Lantum Ore token
- 5 ✪ » Moonsilver Ore token
- 8 ✪ » Elemental Jade token
- 9 ✪ » Agura Crystal token
- 15 ✪ » Runic Quartz token **! New !**

Service: Runesmith

To use this service you must have ▲ with House Fennark, ▲ with the Amethyst Order, or "Runesmith Access" in your Party Journal.

- 5 ✪ » Item card 055 "Rune of the Beast"
- 5 ✪ » Item card 058 "Rune of the Moons"
- 6 ✪ » Item card 054 "Rune of the Snake"
- 6 ✪ » Item card 057 "Rune of the Tree"
- 11 ✪ » Item card 056 "Rune of the Spider"
- 11 ✪ » Item card 059 "Rune of the Star"

Service: Fortress Vault

2 ✪ » Stash an item; it remains stashed until you retrieve it.

Service: Gemcutter

- 5 ✪ » Elemental Jade token » Elemental Gem token
- 10 ✪ » Runic Quartz token » Runic Diamond token

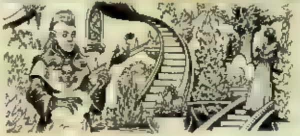
Profession: Runesmithing

☾ 6 ✪ » Runesmithing Profession card

If you have learned all 5 basic Runesmithing Talents:

☾ + 6 ✪ » Runesmithing Master Talent card

H [illegible]



Service: Transmuting

- 5 ✪ » Agura Crystal token » 2 Magic Essence tokens
- 5 ✪ » Elemental Jade token » 2 Nature Essence tokens
- 5 ✪ » Runic Quartz token » 2 Life Essence tokens

Service: Arcane Workshop

To use this service you must have ▲ with House Fennark, ▲ with the Council of Eight, or "Arcane Workshop Access" in your Party Journal.

- 5 ✪ » Magic Essence token
- 5 ✪ » Nature Essence token
- 8 ✪ » Life Essence token
- 5 ✪ » Item card 051 "Prismatic Jewel"
- 7 ✪ » Spark token
- 9 ✪ » Item card 049 "Cube of Teleportation"
- 14 ✪ » Item card 050 "Cube of Annihilation"
- 20 ✪ » Item card 013 "Arcane Wand"
- 25 ✪ » Item card 114 "Puzzle Box of Mion"
- 34 ✪ » Item card 014 "Arcane Staff"
- 25 ✪ » 2x Item card 074 "Chest of Relocation"

Service: Disenchanting

6 ✪ » discard a magical Item card » Gain a Spark token.
Gain Gem and Essence tokens with a total sale value equal to the sale value of the magical Item card. Gem tokens available are Agura Crystal, Elemental Gem, Elemental Jade, Runic Diamond, Runic Quartz. Essence tokens available are: Life, Magic, Nature.

Profession: Enchanting

☾ 6 ✪ » Enchanting Profession card

If you have learned all 5 basic Enchanting Talents:

☾ + 6 ✪ » Enchanting Master Talent card

[illegible]

J [illegible]

Service: [illegible]

To [illegible] this service one Hero must spend 2 ✪ to:

5 +2 ✪ (Streetwise +1 ✪)

If you have "Snatch" in your Party Journal, you must spend 1 more ✪.

Success » You may use this service during this City step.

Fail » You may not use this service during this City step. No Hero may not attempt this check again until the next City step.

- 3 ✪ » Smoke some Bonesmoke
  Add a tally mark to "Bonesmoke" in your Hero Journal and gain an Achievement gem. Each Hero may only gain one Achievement gem from smoking bonesmoke during each City step.
- 1 ✪ » Eat a Dream Egg
  Gain an Inspiration gem. Each Hero may only gain one Inspiration gem from eating a dream egg during each City step.
- 3 ✪ » Snakeroot token
- 4 ✪ » [illegible] token
- 5 ✪ » Item card 065 "Snakeroot Sap"
- 6 ✪ » Item card 066 "Benacthid Bane"
- 6 ✪ » Item card 067 "Nazag Venom"
- 12 ✪ » Item card 068 "Void Extract"
- 16 ✪ » Item card 071 "Nazag"
- 5 ✪ » Train a Nazag
  When you train a pet, flip the Pet card over to its trained side until the start of the next City step.
- 6 ✪ » Item card 001 "Thieves' Tools"

You may sell legal items here for their sale value.

Service: Merchant of Aox

- 2 ✪ » Aox Amulet token ! New !
- 7 ✪ » Blood Crystal token
- 8 ✪ » Death Essence token
- 12 ✪ » Demon Eye token

Profession: Toxicology

6 ✪ » Toxicology Profession card

If you have learned all 5 basic Toxicology Talents:

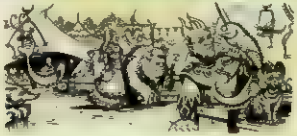
+ 6 ✪ » Toxicology Master Talent card

[illegible]

The first time you visit this location at level 5 843

[illegible]

K [illegible]



Service: Pet [illegible]

- 4 ✪ » Write "Pet Moncoon" in your Party Journal.
- 7 ✪ » Item card 069 "Gric"
- 10 ✪ » Item card 070 "Luawa"
- 14 ✪ » Item card 072 "Ophira"
- 18 ✪ » Item card 073 "Arunis"
- 12 ✪ » Item card 053 "Obsidian Figurine"
- 14 ✪ » Item card 052 "Jade Figurine"

Service: Pet Training

When you train a pet, flip the Pet card over to its trained side until the start of the next City step.

- 3 ✪ » Train a Gric
- 4 ✪ » Train a Luawa
- 5 ✪ » Train any other pet except Nazag

Profession: Pet Training

6 ✪ » Pet Training Profession card

If you have learned all 5 Basic Pet Training Talents:

6 ✪ » Pet Training Master Talent card

[illegible]

L The Pinnacle

Vault Three, the core vault, contains the most mystical, hidden, and cryptic texts gathered by the Cosmographers. Access is limited to special individuals or those with immensely deep pockets.

Service: The Archive Vault

Start a 5 minute timer using whichever method you prefer (the Agemonia Companion App has support for this), then turn to one of the pages in this book shown below. You may also read any Story Book entries you find on that page. You may make notes, but may not take pictures of the page or the Story Book entries. When the timer ends, you must close the Campaign Book and the Story Book. You may not look at that page in the Campaign Book or the entries in the Story Book you found unless you pay for this service again.

If you have "Library Card" in your Party Journal, you may instead set the timer for 10 minutes.

- 3 ✪ » Turn to page 43 (Vault 1)
- 3 ✪ » Turn to page 44 (Vault 2)
- 3 ✪ » Turn to page 45 (Vault 3) ! New !

Service: The Archive Shop

- 6 ✪ » Write "Starmap of Beneus" in your Party Journal
- 23 ✪ » Item card 102 "Tome of Tiamar"
- 23 ✪ » Item card 103 "Tome of Delion"
- 23 ✪ » Item card 104 "Tome of Selecos"

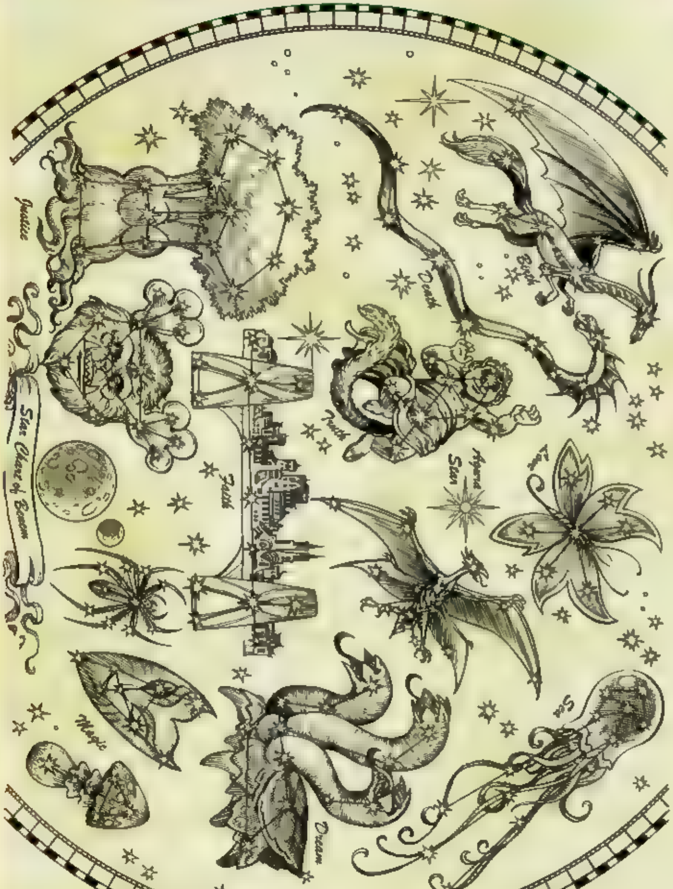
The Observatory

The top floor of The Pinnacle is dedicated to the observatory dome, where windows, terraces, and a wide array of telescopes are used by the cosmographers to observe the stars. A young cosmographer proudly shows you around.

"Heavens protect! We now understand that the stars control everything that happens on Agemonia. We nihuegri have always looked to the skies for solace, but only once we abandoned superstition did we discover the true meaning of the constellations. Take a look yourself."

She points at the domed ceiling where a beautiful fresco depicts the entire star chart, many of the constellations still named and unaligned after the pagan goddesses.

The Observatory's Domed Ceiling



M Mazurak Plaza

Service: Bonecraft

Death Essence Ritual:

Suffer 2 ♥ damage + discard a Blood Crystal token + Gain a Death Essence token

Blood Ruby Ritual: ! New !

In an [illegible] the blood [illegible] [illegible] between. One must then spill a large quantity of their own blood, enough to partially submerge the gems. Chanting the words of prayer, the supplicant beholds as the eyes of the statue blaze crimson and the crystals [illegible] glimmering blood ruby as the blood [illegible].

☾ Suffer 3 ♥ damage + discard 2 Blood Crystal tokens + Gain a Blood Ruby token

Service: Boons

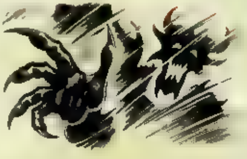
Mazurak's Boon:

Suffer 1 ♥ damage - Gain an Achievement gem. Each Hero may only gain one Achievement gem from this boon during each City step.

Mazurak's Gaze: ! New !

Spilling a substantial quantity of blood, [illegible] the eyes of Mazurak [illegible] form between the supplicant and Mazurak. The supplicant feels the unblinking eye of the god upon them, [illegible] them [illegible] at an opportune moment in the future, granting extra strength, speed or might to accomplish a single task.

Suffer 6 ♥ damage - Gain an Inspiration gem. Each Hero may only gain one Inspiration gem from this boon during each City step.



That [illegible] snake statue holds some forbidden pagan magic. [illegible] Star Chaser [illegible] this statue [illegible] and then [illegible] his enemies [illegible] be guarding any other place than this, even Skyrender.

The Lumin Illuminated,

or: A study on the aox demons of the Breach

All demons are created by aox, one of the four types of magic. Similarly agurians are created of agur, and it is believed that beasts and plants are created of ferox. All demons reside in the Breach, which is the mirror of Agemonia and a starless realm of nightmares and despair.

I have divided demons into three categories based on their size. Other categorizations have also been suggested, based on their intellect, their appearance, or their standing in demonic hierarchy. Whether a small demon can grow into a larger one is an interesting question and one requiring further study. The most powerful demons I call lusars: these are the queens and the magi of the demons, and also usually the largest. Lugats are the mid-ranking demons, lieutenants and soldiers, comparable perhaps to skilled artisans and cosmographers in Benemite society. The weakest ones I call lumins, and they often appear in packs of five to twelve demons, comparable to foot soldiers, beggars, and serfs.

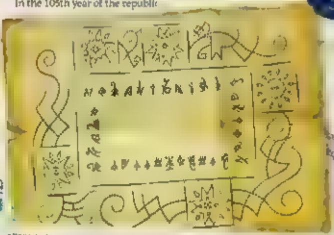
The lumins come in various colors and shapes, but they often have leathery wings and horns, and vicious claws or pincers.

All demons are born in the Breach, condensed from pure raw aox energy. But I have also witnessed a cocooned blood ruby turning into a lumin demon. Not surprising since blood crystals contain aox.

Blood crystals are, indeed, essential to lumins. They crawl into Agemonia through ripples between the realms and can only persist a short while before dissipating or returning unless they stay close to blood crystals or other aox powers.

Selenna

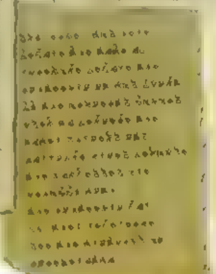
In the 105th year of the republic



The History of Xatho's Reign • 723

The xi-noq cubes did not help me create any sort of useful magical effect, but what can be expected of magicanisms made by such creatures, who are puzzles in their own right. It is more like a trap for once when examining the puzzlebox I found myself in the Celestor's office with a young maiden and he had been teleported into my laboratory. The Celestor was understandably quite angry and I had to explain this was not my intention. Fortunately, I managed to sell the device to a dealer in town.

Aox involvement at Maddark Seat • 559



I have not been inside Skyrender, perhaps no one has. The noise that started this is deafening and I wish the Pinnacle was further away. But I have found an old note written in obscure runes saying there is a magicanism behind the middle head that protects from the influence of evil. The note is not attached here for it caught fire and burnt soon after reading.

It is a fact widely known that there are four kinds of magic. Some forms are easier to manipulate and study scientifically, but others are more chaotic and difficult to understand. Perhaps there is nothing to understand and ferox magic is all random nonsense? Nevertheless, I have met one of the wyldkin who have attempted to understand untamed ferox magic, and are persecuted by the Council of Eight for it. She showed me a ring which was supposed to protect her from curses, but unfortunately the warlocks cursed her while I studied the ring. According to my studies it could amplify magical effects, but whether it could "tame" ferox magic I could not determine. The ring has since been lost.

Four heads in a rectangular room, staring at one another. Mirrors on the corner reflecting their features.

The shaman talks about traveling in the spirit realm with her totem animal. Does she mean the Breach? And she claims to have seen a building, which in her description exactly matches the Chest of the Gods in Slugvale, a building of the ancients which the shaman cannot have seen. Odd, perhaps there is some truth to her ramblings.

But most of them are like this: "The brooch will spark the fire of time in the secret chamber, the fire burns backwards, giving you time, not consuming it." Meaningless.

But everyone knows the Chest of the Gods cannot be entered just as everyone knows there are no gods but the stars. Yet in her vision or journey the shaman claims to have entered this building and vividly describes its mosaic walls.

I have asked the shaman to sketch a picture of the insides of the building, attache

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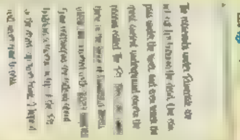
A letter on Benem • 506



Stars of Agemonia • 872

Report of a toxic wand • 384

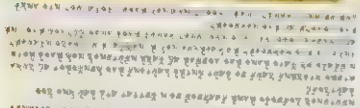
SUPERSTITIONS OF THE AGURIANS

as collected by cosmographer Rhaedor in the 54th year of the Republic

The agurians in Lok Turan have expert artificers, enchanters, alchemists, and artisans. I met a thin man of flaky stone called Thaxo who could take base metals and transform them into magical shields for himself or others. He even demonstrated it on me using a simple cup.

Thaxo was an expert in transmuting raw jewels into raw magical essences. He claimed to be on the verge of a breakthrough in strengthening these effects with the cup.

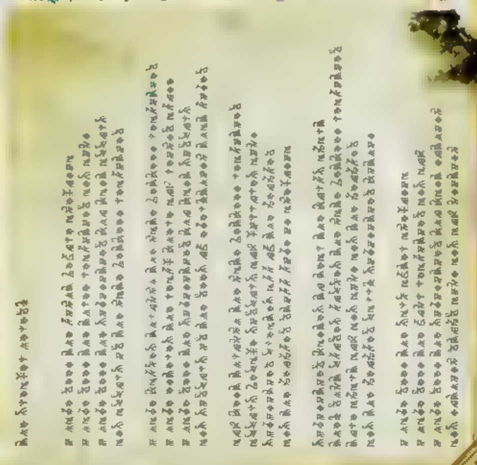
Unfortunately, I had to leave Lok Turan before I could tell if he was successful.



I do not recommend traveling in Slugvale. It is filled with nasty critters and their large cousins, the fire breathing wyrms. The fungal forests seem to spread everywhere and the mushrooms grow ever larger. The only way to move is by jumping from giant mushroom to giant mushroom, but some are too slippery and I fell down.

Large wasps are nasty creatures but rural people say that their healing honey can be harvested. However when I tried to subdue the insects with smoke they simply got angrier and bit me many times. But I also heard they are drawn to magical powers, perhaps because many of them are quite sweet. Unfortunately, I had no such drinks with me.

Criminal Investigation • 748

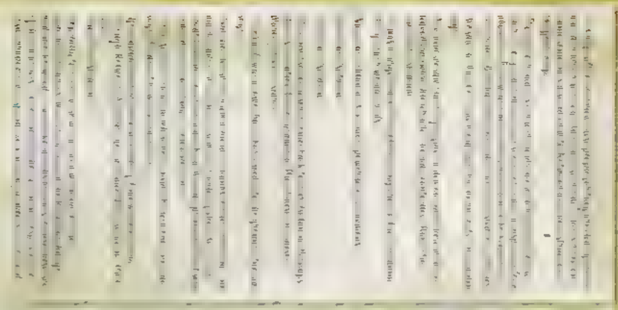


TRAVELS IN BENEM, PART I

as narrated by cosmographer Rhaedon in the 62nd year of the Republic

There are moonsilver mines in the Naedel Falls behind the waterfalls. The pagans have hidden some of their idols there, and I went looking for them. Superstition must not be suffered in Benem, not even in such beautiful locations! The miners told me there are no pagans left anymore, but their statues and engravings can sometimes be found.

I found a cavern there adorned with the entire star chart. The miners believed it to bestow some sort of magical effect, but they did not know the constellations by heart. Fortunately I did, and we all felt the powerful beneficial effects of the stars.



A Lumin in a Bottle • 335

Metalcrafter Dramum Kirane forged a green bladed sword designed for spreading poisons into the victim's flesh, into which its unique sharpness cut particularly deep wounds. The deadly weapon was made of jade-tinted steel for an Amethyst Order official for his trek to the Skyfford Ruins.

Pets and Curses • 172

The Declaration of Reason

I bear witness that there are no gods but the stars above.

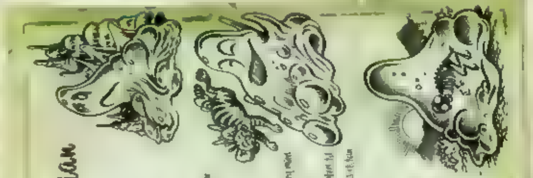
I bear witness that science and reason alone shall dictate my acts.

I bear witness that all the Order of Cosmographers teaches is a revelation of the natural order of Agemonia.

If the whole group of players reads the declaration out loud, Gain +1 Reputation with the Cosmographers.

Record of Examination • 230

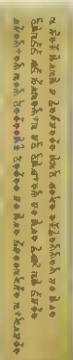
One whole ticket • 631



The Lonely Zlokian

[illegible]

Star Wagon Skyfford • 685



Eulogy for High Celestor Aurora Brynhildas • 313

TRAVELS IN BENEM, PART II

as narrated by cosmographer Rhaedon in the 62nd year of the Republic

In the archipelago near Mossport I met a fisherwoman whose husband had died. She was embalming his corpse and talked about how the spirit of her husband has turned into shining light, a common enough belief in Benem, and I have discovered all through Agemonia. She said she had met a warlock who had shown her a magical necklace infused with alun power, strong enough to bring back a person as they were about to become light. I told her that her husband is with the stars now.

The Cabinet of Curiosities • 607

A Theatrical Review by Cosmographer Selenna of the Mountains

Last night I saw the performance of Borealon Mudoc's new play 'The Fall of the House of Skyfford' in Victory Park. In this cosmographer's humble opinion, this play should never have been made. The tragedy of the Skyffords is too recent and to turn it into a public spectacle was in bad taste.

House Skyfford were the rulers of Ythmer Province and Skyfford Keep controlled the only pass in the Reflection Range.

The first act of the play tells of how a madness fell upon magus Cailiss Skyfford who harnessed the might of her house to craft magical crimson armor and to train vespirs as mounts. As the Skyfford army thus equipped flies and marches to conquer Benem, the intermission begins.

The second act begins with the Skyffords besieging Ambergate when their magical armor turns into sand and the vespirs throw off their riders. At the same time, a magical storm destroys Skyfford Keep and the gardens of Ythmer are turned into Rotwood. Now, to my knowledge, no one knows what caused this, but here it is claimed to be because of moral failings on behalf of Magus Cailiss.

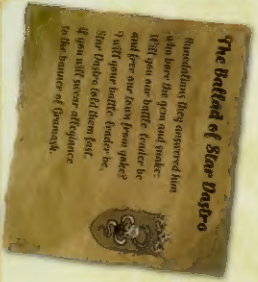
I found this trite. The costumes and masks were reasonably well made, especially the red armor which turned to sand. The lamps were too few and poorly placed, as I could not always see what events transpired on the stage. This time the actors articulated clearly and spoke loud enough.

I do not recommend this play to be seen by my fellow cosmographers.

Communal investigations by the famous cosmographer Holanda Hamely as written down by her attendant Haewon of Ambergate

Interrogation of the witch Ohiesdra
captured in the marshlands without her staff
[illegible] of an magic
claimed not to know the whereabouts of her staff
was a demon bound in the staff
denies
everything points to her lying
would require knowledge of the
demons true name
of an [illegible] demon
one with great power
particularly [illegible]
the staff is one of the most powerful
known to exist
used as a melee weapon
also used to amplify spells
fortified to withstand when
killing a victim
probably dangerous to be used
after interrogation, the witch was given to the
Ulmanah knights to be tried for her crimes
she lost her head and tail

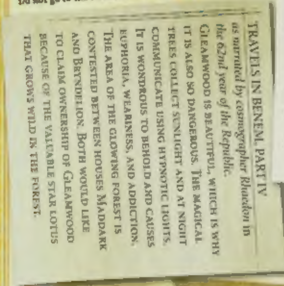
Travels in Benem, Part III • 154



The Ballad of Star Dastro

Runedalians they answered him
who bore the gem and snake:
Will you our battle leader be
and free our town from yoke?
I will your battle leader be,
Star Dastro told them fast.
If you will swear allegiance
to the banner of Gramask.

Do not go to the Pennark Mansion • 038



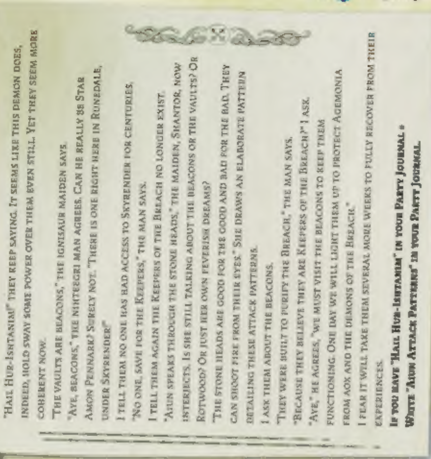
TRAVELS IN BENEM, PART IV

as narrated by cosmographer Rhaedon in the 62nd year of the Republic.

GLEAMWOOD IS BEAUTIFUL, WHICH IS WHY IT IS ALSO SO DANGEROUS. THE MAGICAL TREES COLLECT SUNLIGHT AND AT NIGHT COMMUNICATE USING HYPNOTIC LIGHTS. IT IS WONDROUS TO BEHOLD AND CAUSES EUPHORIA, WEARINESS, AND ADDICTION.

THE AREA OF THE GLOWING FOREST IS CONTESTED BETWEEN HOUSES MADDARK AND BRYNDELION. BOTH WOULD LIKE TO CLAIM OWNERSHIP OF GLEAMWOOD BECAUSE OF THE VALUABLE STAR LOTUS THAT GROWS WILD IN THE FOREST.

Arena Poster • 377



"HAIL HUR-ISHTANIM!" THEY KEEP SAYING. IT SEEMS LIKE THIS DEMON DOES, INDEED, HOLD SWAY SOME POWER OVER THEM EVEN STILL. YET THEY SEEM MORE COHERENT NOW.

"THE VAULTS ARE BEACONS," THE IGNISAUR MAIDEN SAYS.

"AYE, BEACONS," THE NIHTEEGRI MAN AGREES. CAN HE REALLY BE STAR AMON PENNARK? SURELY NOT. "THERE IS ONE RIGHT HERE IN RUNEDALE, UNDER SKYRENDER!"

I TELL THEM NO ONE HAS HAD ACCESS TO SKYRENDER FOR CENTURIES.

"NO ONE, SAVE FOR THE KEEPERS," THE MAN SAYS.

I TELL THEM AGAIN THE KEEPERS OF THE BREACH NO LONGER EXIST.

"AIUN SPEAKS THROUGH THE STONE HEADS," THE MAIDEN, SHANTOR, NOW INTERJECTS. IS SHE STILL TALKING ABOUT THE BEACONS OR THE VAULTS? OR ROTWOOD? OR JUST HER OWN FEVERISH DREAMS?

"THE STONE HEADS ARE GOOD FOR THE GOOD AND BAD FOR THE BAD. THEY CAN SHOOT FIRE FROM THEIR EYES." SHE DRAWS AN ELABORATE PATTERN DETAILING THESE ATTACK PATTERNS.

I ASK THEM ABOUT THE BEACONS.

"THEY WERE BUILT TO PURIFY THE BREACH," THE MAN SAYS.

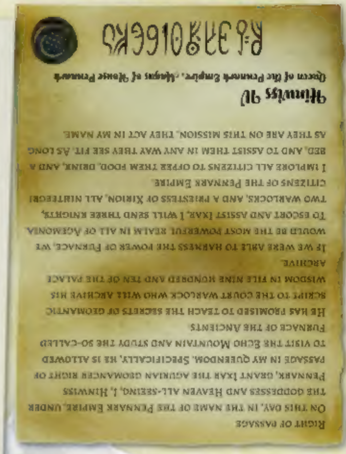
"BECAUSE THEY BELIEVE THEY ARE KEEPERS OF THE BREACH?" I ASK.

"AYE," HE AGREES, "WE MUST VISIT THE BEACONS TO KEEP THEM FUNCTIONING. ONE DAY WE WILL LIGHT THEM UP TO PROTECT AGEMONIA FROM AOX AND THE DEMONS OF THE BREACH."

I FEAR IT WILL TAKE THEM SEVERAL MORE WEEKS TO FULLY RECOVER FROM THEIR EXPERIENCES.

IF YOU HAVE "HAIL HUR-ISHTANIM" IN YOUR PARTY JOURNAL » WRITE "AIUN ATTACK PATTERNS" IN YOUR PARTY JOURNAL.

The True Ceremonies of the Fiendstalkers • 385



RIGHT OF PASSAGE

ON THIS DAY, IN THE NAME OF THE PENNARK EMPIRE, UNDER THE GODDESSES AND HEAVEN ALL-SEEING, I, HINWISS PENNARK, GRANT IXAR THE AGURIAN GEOMANCER RIGHT OF PASSAGE IN MY QUEENDOM. SPECIFICALLY, HE IS ALLOWED TO VISIT THE ECHO MOUNTAIN AND STUDY THE SO-CALLED FURNACE OF THE ANCIENTS.

HE HAS PROMISED TO TEACH THE SECRETS OF GEOMANTIC SCRIPT TO THE COURT WARLOCK WHO WILL ARCHIVE HIS WISDOM IN FILE NINE HUNDRED AND TEN OF THE PALACE ARCHIVE.

IF WE WERE ABLE TO HARNESS THE POWER OF FURNACE, WE WOULD BE THE MOST POWERFUL REALM IN ALL OF AGEMONIA.

TO ESCORT AND ASSIST IXAR, I WILL SEND THREE KNIGHTS, TWO WARLOCKS, AND A PRIESTESS OF XIRION, ALL NIHTEEGRI CITIZENS OF THE PENNARK EMPIRE.

I IMPLORE ALL CITIZENS TO OFFER THEM FOOD, DRINK, AND A BED, AND TO ASSIST THEM IN ANY WAY THEY SEE FIT. AS LONG AS THEY ARE ON THIS MISSION, THEY ACT IN MY NAME.

Hinwiss IV
Queen of the Pennark Empire, Magus of House Pennark

A THEATRICAL REVIEW BY COSMOGRAPHER SELENNA OF THE MOUNTAINS

Borealon Mudoc has again written and directed a great tragedy in his series of historical plays. This time the topic is Runedale's very own House Gramask and the title: "Madness of Lord Hyperion".

The play heavily relies on the audience already knowing the fate of Star Dastro Gramask, his son Hyperion, and the spiderweb of mothers, wives, and daughters surrounding them.

At the premiere at Victory Park, it was clear not everyone was familiar with their history.

While I am sure most educated cosmographers know the historical facts, let me remind you of the key points. Before the Republic of Benem, the nihteegri were ruled by three queens and the pagan priesthood. Star Dastro Gramask was a minor pagan nobleman married to Urania Wrathclaw, a necromancer. They had a son, Hyperion. When Hyperion was very young, Star Dastro saw the error of superstition and embraced the light of reason. Doing so, he also abandoned Lady Urania and took a new wife, the cosmographer Phaewiss Highweld. Never mind that cosmographers are not allowed to marry, that would surely make the plot of another play.

Now equipped with a scientific mind, Star Dastro was able to unite the peasants to rise up against their oppressors and overthrow the regent and the priesthood. There is a star-shunned ballad about these events, fortunately not included in the play. Thus he was crowned the new ruler and the cosmographers began their commitment to educate all Runedalians.

Lady Phaewiss and Star Dastro had twin daughters, Channa and Miranna, the former murdering the latter as girls.

When Star Dastro died, his son, Lord Hyperion (here played brilliantly by Marton of Swampholt), raised by his necromantic mother ascended to the throne of Runedale. This was a dark time for Runedale and Lord Hyperion tried to turn the derelict pagan temples into laboratories of forbidden magic. Most of the play is set during this period.

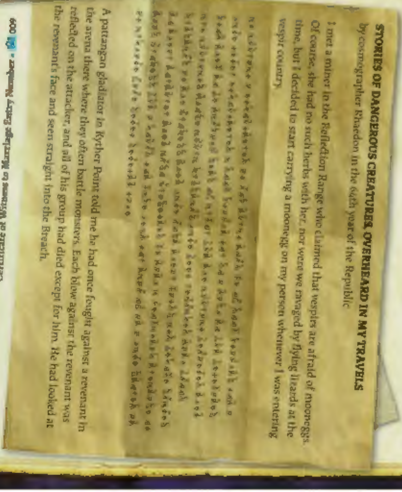
Eventually his daughter, Scorpia, and stepmother, Phaewiss, conspired together and murdered Lord Hyperion. Lady Scorpia thus became the ruler of Runedale, and finally drove away the necromancers, pagans, and other practicers of harmful superstitions. A happy ending. More commentary in archive file eight-twelve.

The acting was top notch and the writing much better than in "The Fall of the House of Skyfford". However, I found the lamps strangely placed and too bright at times, forcing me to squint to be able to see the actors. The seats were uncomfortable, too.

I only recommend this play to cosmographers who are really invested in Runedalian history.

Likely House Gramask will shut it down soon, so you better hurry.

Hail Hur-Ishtanim • 450



STORIES OF DANGEROUS CREATURES, OVERHEARD IN MY TRAVELS

by cosmographer Rhaedon in the 64th year of the Republic

I met a miner in the Reflection Range who claimed that vespirs are afraid of mooneggs. Of course, she had no such herbs with her, nor were we ravaged by flying lizards at the time, but I decided to start carrying a moonegg on my person whenever I was entering vespir country.

A pattangan gladiator in Kyther Point told me he had once fought against a revenant in the arena there where they often battle monsters. Each blow against the revenant was reflected on the attacker, and all of his group had died except for him. He had looked at the revenant's face and seen straight into the Breach.

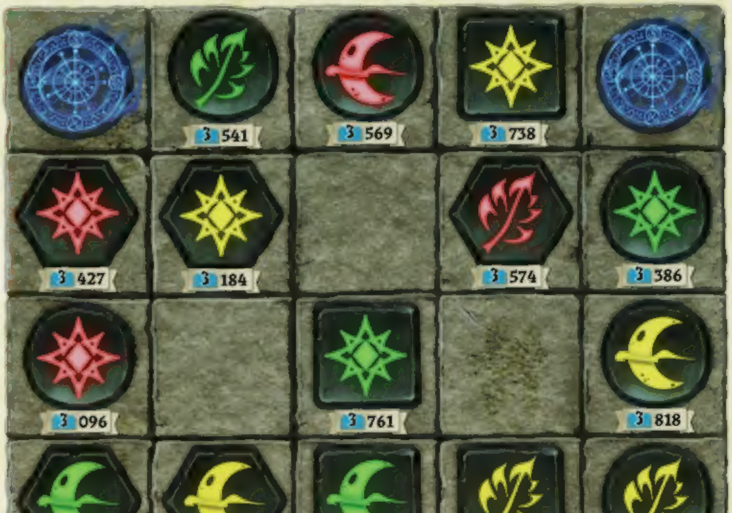
Certificate of Witness to Marriage Entry Number • 009

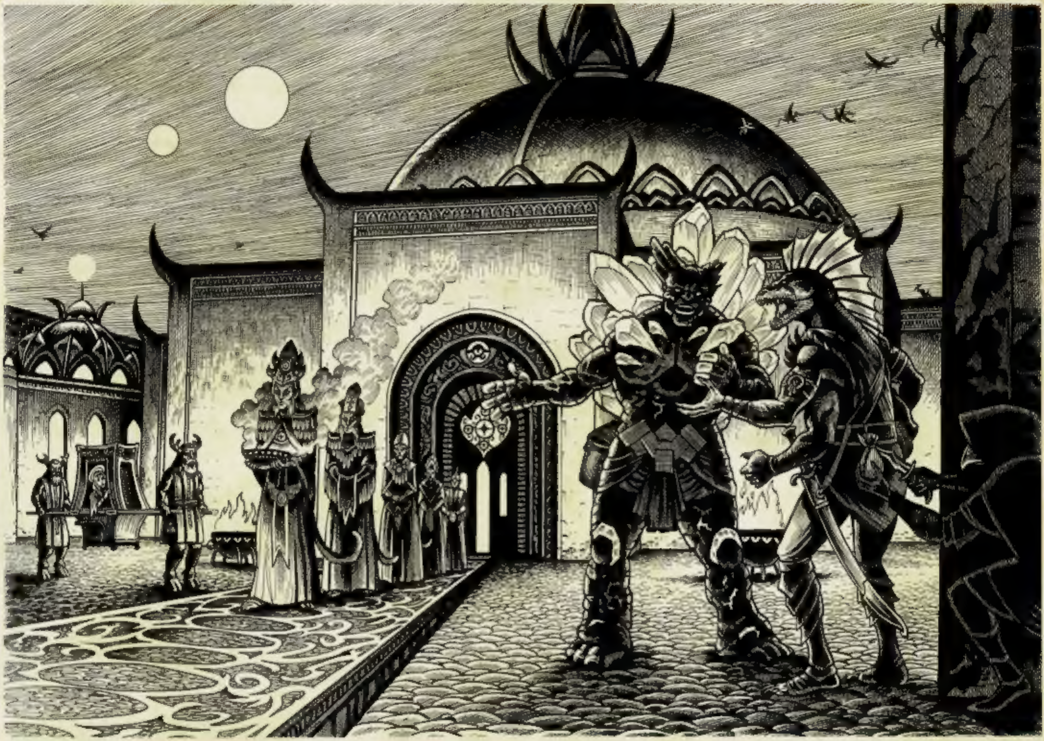
Teleporter Puzzle

You find yourselves in a small square room, lit only by the glow of the 22 teleporters arranged in a grid on the floor. The teleporters in the corner of the grid are similar to ones you have seen before. The others are each of three different shapes, three different colors, and have one of three different runes etched on them. Each also has a curled up scroll on a pedestal.

A voice booms out and proceeds to explain a puzzle to you.

1. Place each Hero miniature in a different teleporter in the corner of the grid.
2. Choose a starting player.
3. Start a one minute timer using whichever method you prefer.
4. The starting player places their Hero miniature on the central teleporter (the square Green Star 🟩) and reads the story book entry shown below it.
5. Each Story Book entry will give you a clue to the next teleporter.
6. Once you think you know which teleporter is the next one, pass the story book to the next player in a clockwise order.
7. That player places their Hero miniature on the chosen teleporter and reads the story book entry shown below it.
8. Repeat steps 5-7 until you find the answer you are looking for or the timer runs out.
9. If the timer runs out » 📖 849
10. You must read each entry you place your Hero miniature on, even if it has been read during a previous attempt.





Procession of the Artifact

"Hail to the ancients, hear our call,
Mighty and wise, they're standing tall.
From ages past, their knowledge gleamed,
in every realm, their greatness deemed."

The Procession of the Artifact starts from the Temple of the Fifth Eye. The priests all sing sacred hymns while the priest chosen to lead the month's processions this year carries an artifact of the ancients, displaying it in all its glory to the people of Runedale, some of whom take an interest while others pay it no heed.

The procession highlights the many mysteries of the Fifth Eye, mysteries which are shrouded in enigmas. The deepest one is, what actually is the Fifth Eye? And on this night, many people present their guesses. Cosmographers consider it either superstitious nonsense, a false god, or a symbol of the Ancients, whom even they revere. Warlocks assume it is a powerful magical item, the greatest of the artifacts of the Ancients. Many in the Amethyst Order do not care as long as it does not interfere with business. Yet members of every faction can sometimes be heard singing the hymns as the Procession passes them.

"The ancients' light illuminates our way,
Their teachings guide us day by day.
Their legacy endures through the ages,
Their glory hailed by the sages."

The priests walk the streets of the Exalted Bank, passing the Tower of the White Circle and the Pinnacle, but staying clear of Skyrender, perhaps not wanting to challenge its powerful voice. As it is, the hymn echoes over the dried riverbank to the Pit and the hovels of Northgate District, it is heard in Anglers' Pier, and across the river in the Ravenous Gulvren. Whether the ancients hear it, you cannot say, but at times it does feel like you are being watched, perhaps by a fifth eye, and connected to Agemonia's glorious past, and perhaps, also, to its future.

"Hail to the ancients, hear our plea,
Guide us to a future yet to be.
May the Fifth Eye bless us tonight.
As we carry on their sacred rite."

Follow the procession and sing along to the hymn:
☾ • 📖 838
Each Hero may only do this once.

AGEMONIA